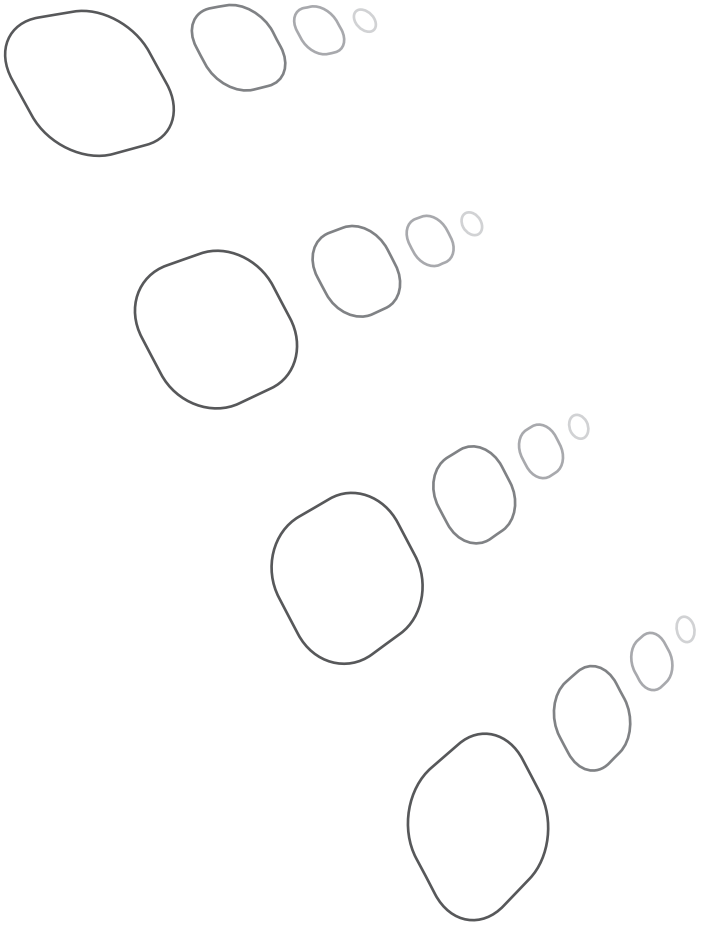


Scribe

User Guide

Version 5.0

Notice

Quantel Limited accepts no responsibility for the accuracy of the information contained herein and reserves the right to change the contents without prior notice. This document does not form part of the product's Technical or Functional Specification and does not form part of any contractual agreement.

This manual is not product specific and may detail features that are not available on all systems.

This manual is revision A

Copyright © Quantel Ltd 2001-2011

Contents

copyright © Quantel Ltd 2001-2011

Notices

Maintenance

WARNING (WM2) SERVICE PERSONNEL - MAINTENANCE AND CALIBRATION WITHIN EQUIPMENT ENCLOSURE IS ONLY TO BE CARRIED OUT BY SERVICE PERSONNEL (12/97)

Conventions Used

Symbols

WARNINGS: INDICATE DANGER TO LIFE AND LIMB IF THE INDICATED STATEMENTS ARE IGNORED, OR THE INDICATED PROCEDURES ARE NOT FOLLOWED CORRECTLY.

Cautions: Indicate possible damage to (or misalignment of) the equipment if the indicated statements are ignored, or the indicated procedures are not followed correctly.

Information: Additional hardware or software information which may be useful.

Tips: Useful hints and advice when undertaking tasks.

Notes: System, software and workflow points to consider and remember.

See: Reference to other items in this document or in other documents.

Text

<Text> in these brackets represents a specific key press on the keyboard.

Text in italics represents a menu function or an option. An upper case first letter indicates a main menu and a lower case first letter indicates a sub-menu.

[TEXT] in these brackets represents a key press on a Quantel panel.

NN This indicates a value entered on a numeric keypad.

Trademarks

Most of the product names mentioned in this manual are manufacturer trademarks and are used within this manual only for the purpose of identification:

Quantel sQ Edit, sQ Cut, sQ View, Quantel sQ Edit Plus Platform, Quantel ISA, Quantel Pablo, Quantel PabloNeo, Quantel iQ, Quantel eQ, iQ Platform, eQ Platform, Resolution Co-existence and Clipnet are trademarks of Quantel Limited.

Red Digital Cinema, Red One and associated logos are trademarks of the RED Digital Cinema Camera Company.

Automatic Duck and the Automated Duck logo are trademarks of Automatic Duck, Incorporated.

XDCAM is a registered trademark of Sony Japan.

Final Cut, Final Cut Pro, QuickTime and Macintosh are registered trademarks of Apple Computer, Incorporated.

Windows and Windows Media Player are registered trademarks of the Microsoft Corporation.

All other brand names, product names, or trademarks belong to their respective holders.

GNU GPL/LGPL Applied Software: The software contains elements that are licensed under GNU General Public License (GPL) or GNU Lesser General Public License (LGPL).

This informs you that you have a right to have access to, modify and redistribute source code for these software programs under the conditions of the supplied GPL/LGPL. Source code is available on request; you can contact Quantel Support regarding the source code contents.

copyright © Quantel Ltd 2001-2011

MPEG-2 Option Notice: As a condition of the MPEG-2 Intermediate Product license granted to Quantel the following notice must be given to the end-user of this product:

USE OF THIS PRODUCT IN ANY MANNER THAT COMPLIES WITH THE MPEG-2 STANDARD IS EXPRESSLY PROHIBITED WITHOUT A LICENSE UNDER APPLICABLE PATENTS IN THE MPEG-2 PATENT PORTFOLIO, WHICH LICENSE IS AVAILABLE FROM MPEG LA, L.L.C., 250 STEELE STREET, SUITE 300, DENVER, COLORADO 80206.

XDCAM Software License Notice: As a condition of the License Agreement that Quantel has with Sony, the following notice must be given to the end-user of this product.

i The END USERS may not modify, change, alter, reverse-engineer, disassemble, decompile or otherwise analyse all or any portion of the LICENCED SOFTWARE except as permitted by applicable law;

ii Any or all warranties associated with the LICENSED SOFTWARE shall be no greater than those contained in the Agreement; and

iii The limited liability of SONY shall be no less than the limited liability under this Agreement.

XDCAM MPEG 4 Option Notice: The Software includes MPEG 4 visual decoding technology. For this technology, MPEG LA, L.L.C. requires this notice:

THIS PRODUCT IS LICENSED UNDER THE MPEG-4 VISUAL PATENT PORTFOLIO LICENSE FOR THE PERSONAL AND NON-COMMERCIAL USE OF A CONSUMER FOR (I) ENCODING VIDEO IN COMPLIANCE WITH THE MPEG-4 VISUAL STANDARD ('MPEG-4 VIDEO') AND/OR (II) DECODING MPEG-4 VIDEO THAT WAS ENCODED BY A CONSUMER ENGAGED IN A PERSONAL AND NON-COMMERCIAL ACTIVITY AND/OR WAS OBTAINED FROM A VIDEO PROVIDER LICENSED BY MPEG LA TO PROVIDE MPEG-4 VIDEO. NO LICENSE IS GRANTED OR SHALL BE IMPLIED FOR ANY OTHER USE. ADDITIONAL INFORMATION INCLUDING THAT RELATING TO PROMOTIONAL, INTERNAL AND COMMERCIAL USES AND LICENSING MAY BE OBTAINED FROM MPEG LA, LLC. SEE HTTP: //WWW.MPEGLA.COM.

About This Manual

This guide covers software available on some Quantel server connected and standalone systems. It may cover functions or options not available on the system you are using.

This guide was written and published by Quantel. The bottom of each page displays the guide's reference number, eg **2116-59-040** plus a revision letter eg **E** ('E' being more recent than 'A' which is the original). The publish date is also indicated in the format **mm/yy.** If you require hard copies of a guide, always quote its reference number, revision letter and title.

2140-57-014

revision	publish date	*ECO (Quantel use only)*	software version
A	**05/11**	**E44255**	**5.0**

Helpdesk & Web Support

24 Hour Helpdesk
tel +44 (0)1635 38508* *fax* +44 (0)1635 815892
email 24hour.support@quantel.com

Website & Downloads (manuals, drivers, plugins & software)
http://www.quantel.com go to support–downloads (login required)

** calls may be recorded for training & quality control purposes.*

copyright © Quantel Ltd 2001-2011

Contents

Notices iii

Maintenance ... iii
Conventions Used ... iii
Symbols ... iii
Text ... iv
Trademarks ... iv

About This Manual vi

Helpdesk & Web Support ... vi

Overview

Getting Started 1–2

Opening Scribe ... 1–2
Setting-up Scribe ... 1–3
Safe Area ... 1–4
Text Import ... 1–4

Using the Tool Kit 1–5

Creating Text & Vector Shapes ... 1–5
Cursor Types ... 1–6
Selecting & Transforming Tools ... 1–7
Select ... 1–7
Creating Text Tools ... 1–10
Text ... 1–10
Vertical Text ... 1–11
Text on a Spline ... 1–11
Vertical Text on a Spline ... 1–11
Vector Shape Tools ... 1–12
Rectangle ... 1–12
Bevelled Rectangle ... 1–12

Rounded Corner Rectangle 1–12
Round Rectangle 1–12
Ellipse/Circle 1–13
Arc 1–13
Wedge/Triangle 1–13
Bezier Line/Curve Tools 1–14
Bezier (Filled) 1–14
Bezier (Outline) 1–15
Append Control Point (Add Node at End) 1–15
Prepend Control Point (Add Node at Start) 1–15
Positioning & Copying Tools 1–16
Horizontal Guideline 1–16
Vertical Guideline 1–16
Duplicate 1–16

GUI Functions **1–17**

Basic Text Characteristics 1–17
Typeface & Font Attributes 1–17
Text Layout 1–19
Object Tags 1–19
Using Style Containers 1–20
Tabs & Alignment 1–21
Using Tabs 1–21
Inserting Tabs 1–22
Setting Tab Alignment 1–22
Deleting a Tab 1–22
Aligning Text to Tabs 1–22
Grids 1–22
Positioning & Sizing Objects 1–23
Aligning Objects 1–24
The Align & Advanced Menus 1–24
Distributing Objects 1–25
Arranging & Ordering Objects 1–26
The Object Menu 1–26
Grouping & Ungrouping Objects 1–26

copyright © Quantel Ltd 2001-2011

Object Priority 1–26
Selecting Lines & Words 1–26
Locking Objects 1–27
Deleting Objects 1–27

Creating a Caption **1–27**

Creating Stills, Rolls & Crawls 1–27
Saving a Still Caption & Key 1–30
Save Frame 1–30
Loading an Existing Layout or Template 1–30
What are Layouts & Templates? 1–30
Saving a Layout 1–31

Styling

Styling Objects **2–2**

Adding Effects & Colour 2–2
The Style Menu 2–2
Face & Edge Functions 2–3
Adding Shadow 2–4
Adding Transparency 2–5
Adding Sheen 2–5
Colour Combinations 2–6
Solid Colour 2–6
Eliminate 2–6
Ghost 2–6
Four Colour Ramp 2–6
Two Colour Ramp 2–7
Two Colour Bevel 2–8
Distorting Text 2–8
Style Extras Menu 2–8

Creating Colours **2–9**

Adding Colour with the Palette 2–9
Choosing & Mixing Colours 2–10

Selecting from Graduated Colour 2–11
Moving & Re-sizing the Palette 2–11
Opening & Saving Palettes 2–12

Texture **2–12**

Overview 2–12
Loading a Texture 2–12
Aligning the Texture 2–13
Align - Arbitrary 2–13
Align - Clipped Face 2–13
Align - Face 2–13
Align - Extended Character 2–13
Align - Render Bounds 2–13
Align - Embellishment 2–14
Scaling the Texture 2–14
Scale - Arbitrary 2–14
Scale - Clipped Face 2–14
Scale - Face 2–14
Scale - Extended Character 2–14
Scale - Render Bounds 2–14
Scale - Embellishment 2–14
Positioning the Texture 2–15
Advanced Options 2–15
Texture Images & Alpha Channels 2–16

Compositor

Creating a Caption Program **3–2**

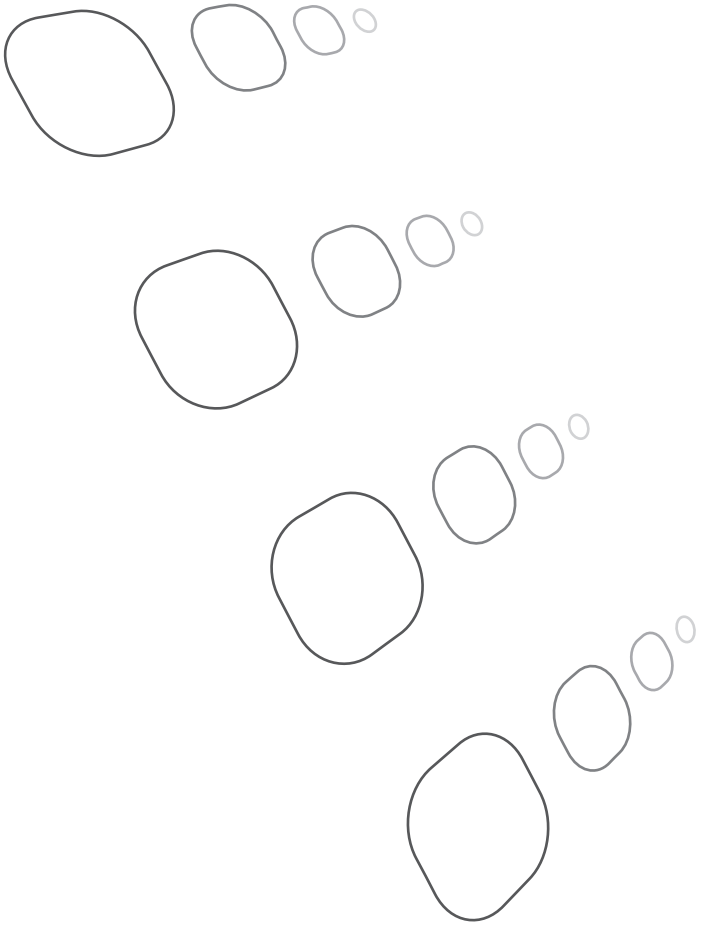
Using the Caption Compositor ('CC') 3–2
Launching the Caption Compositor 3–2
Assembling & Modifying a Caption Program 3–3
Caption & Clip Layers 3–4
Layer Selector Boxes 3–4
Layer Solo & Disable Buttons 3–4
Overlaying Captions 3–4

copyright © Quantel Ltd 2001-2011

Adding Layers 3–5
Removing Layers 3–5
Re-ordering Layers 3–5
Replacing Layers 3–5
Working with Multiple Layers 3–5
Working with Clip Segments 3–6
Positioning Captions 3–6
Setting In & Out Frames Manually 3–6
Setting In & Out Frames via GUI 3–7
Setting Fade, Frame Hold & Duration 3–7
Deleting, Adding & Editing Captions 3–8
Deleting a Caption 3–8
Adding a New Caption from Settings Bin 3–8
Adding a New Caption from Scribe 3–8
Editing a Caption 3–8
Blur, Graphics & Dve on Captions 3–8
Navigating through Clips 3–9
Processing, Rendering & Saving 3–9
Saving & Reusing Program Parameters 3–10

Contents

copyright © Quantel Ltd 2001-2011



1

Overview

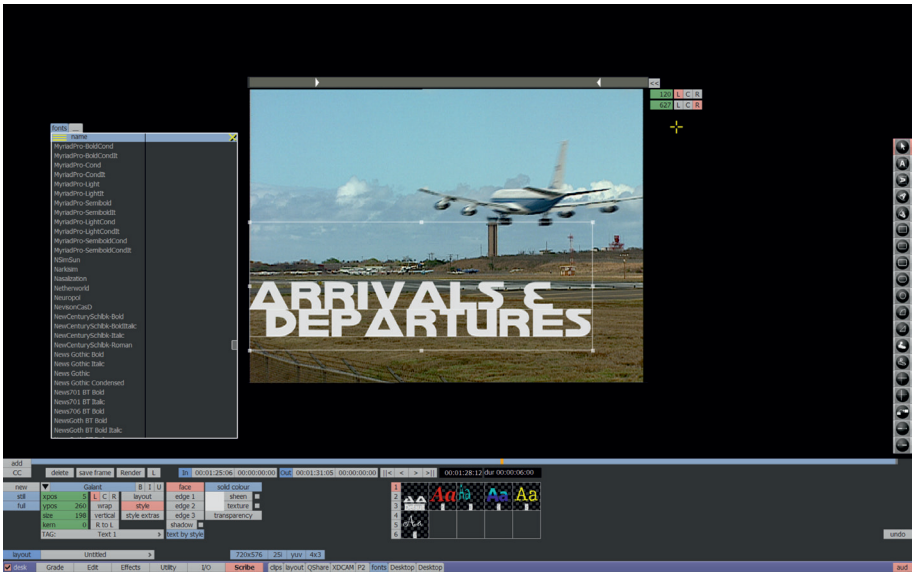
The Scribe application allows static captions (stills), vertical title sequences (rolls) and horizontal title sequences (crawls) to be produced.

Captions can be added to clip segments or transferred to the Effects application as a layer.

Getting Started

Opening Scribe

Start the Scribe application by pressing the *Scribe* box on the Application Bar at the bottom of the desktop.



When the Scribe application is started, the menu area at the bottom of the screen displays text styling and formatting functions while the image window above provides a visual representation of the caption at the current frame position in the clip. A tool kit is provided on the right allowing you to create and modify text and vector objects.

The main menu provides all the basic controls needed to create text and align it. The *Layout, Style* and *Style Extras* menus provide fruther formatting options. There is also a colour palette which can be used to mix and create colours before applying them to text or graphic objects.

Style containers can be used to store font, colour and effects information for text and graphic objects. These containers can be used to quickly apply a stored style to a new object.

copyright © Quantel Ltd 2001-2011

The *add* box adds captions created in Scribe to the Caption Compositor (press the *CC* box in the GUI to open the Caption Compositor). Selecting *Scribe* from the Caption Compositor window adds any 'CC' video to Scribe.

See chapter 3 - Compositor for full details of using the Caption Compositor.

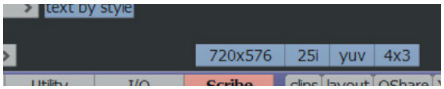
Setting-up Scribe

When starting Scribe, the image area may either be empty (ie a grey chequerboard) or contain the current clip from the last process in the Edit or Effects applications; this includes any 'blank' timeline segments. The boxes at the bottom of the menu area show the current setup.

Note that if the *Scribe* box on the Application Bar is blue before opening, it indicates that material is already loaded. To clear existing video material and replace it with the current timeline video material, you can press <Ctrl> on the keyboard while pressing the *Scribe* box.

If you press *delete* on the top-left of the menu area, any loaded video material is deleted. Captions, objects and layouts will not be deleted.

Previous text will also remain as it was, when last exited from Scribe.



As in the Effects application, QScribe now has a frame rate scroll box (*25i, 25p, 50p* or *30i, 30p, 60p*) and colour scroll box (*yuv, rgb*) inbetween the resolution and aspect ratio boxes.

If a clip from another application is used, or has been dropped into the Scribe window from the Clips Bin, the information in these boxes changes accordingly. You can select an alternative resolution, frame rate, colour and aspect before loading material by setting the scroll boxes accordingly then pressing *new* for changes to be adopted.

When you choose an option from the *still/roll/crawl* scroll box the new file initialises as the selection with the name 'Untitled'.

The blue scroll box below allows working at *full, half* or *quarter* resolution. When working with very large clips, reducing the resolution during set-up will make updates more dynamic.

The *new* button on the left of the menu area does the following:

a can be used to reset (clear) the image area of any captions, layouts and shapes. Video material will not be deleted.

b initiates a new Scribe file after the resolution, frame rate, colour and aspect options have been set. You must always press *new* after setting these options in order for Scribe to apply them to the new file.

Safe Area

From the Effects application, press <Ctrl>+<F3> to open the safe area configuration menu. Under *safe area set* there are four presets which you can select. Press <Ctrl>+<F3> to exit this menu, return to Scribe and press <F3> to toggle the safe area on and off (it is indicated by an orange box over the Scribe image area).

Text Import

Simple text files (.txt) can be imported for use in captions. Open the File Bin that appears on the Application Bar and drag and drop the required text files from here onto the image area to create a caption on screen. You can then format and style this text using Scribe's tools.

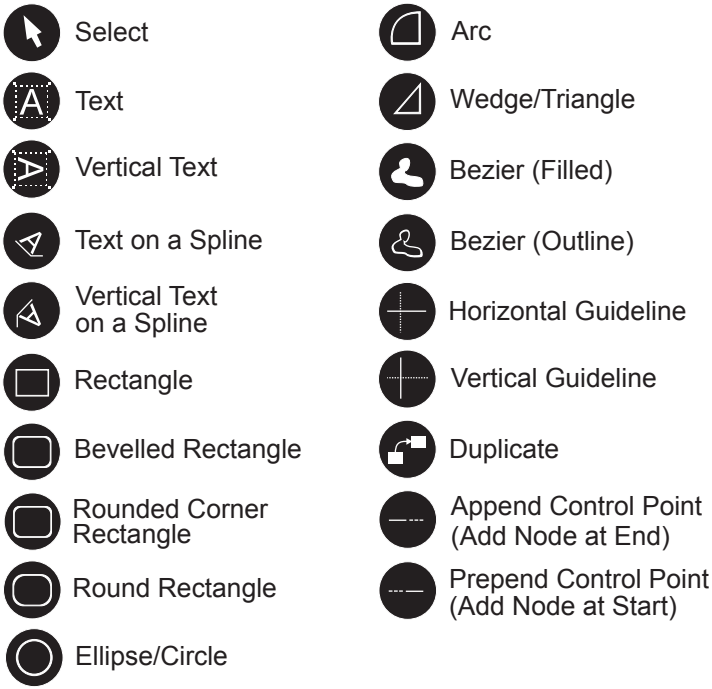
You can also cut or copy text from a Microsoft Word document and then paste it into a text box in Scribe.

copyright © Quantel Ltd 2001-2011

Using the Tool Kit

Creating Text & Vector Shapes

The Scribe tool kit consists of the following:



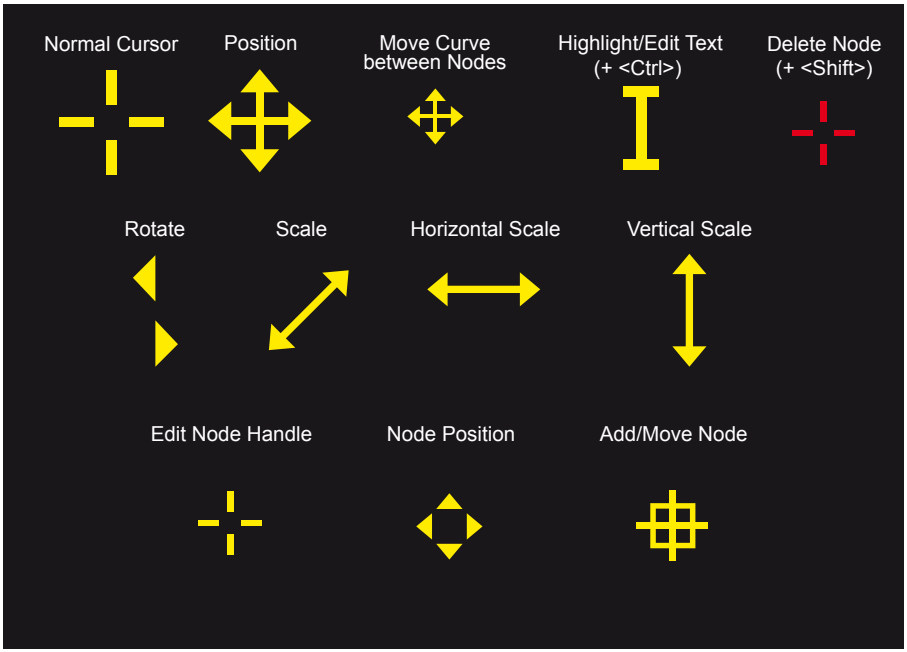
These tools and how to use them are described in the following sections.

Cursor Types

After an object is created with a specific tool, the cursor may change when hovered over the inside/outside of the object's outline. This indicates that different functionality is available, such as scale or rotation.

If you use a tool such as the Bezier tool, immediately after you've finished drawing your shape Scribe will automatically select the Apend Control Point tool (on open curves/lines) or the Select tool (on closed curves/lines) so that you can add nodes to close the curve or move, distort or delete nodes. Similarly, if you use one of the text or basic shape tools (eg to draw a rectangle), Scribe will automatically return to the Select tool after you've created the object so that you can position, rotate or scale the shape.

Cursors used throughout the Scribe tool kit include the following:



Note that not all the above functions (indicated by the cursor) are available for all the tools in the Scribe tool kit.

copyright © Quantel Ltd 2001-2011

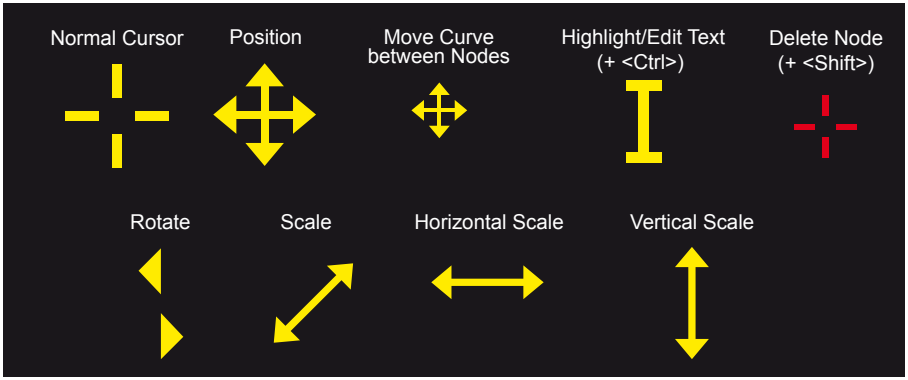
Selecting & Transforming Tools

Select

The Select tool is the most frequently used tool and the one with the most functionality. Use it to choose existing text and graphic objects on screen so that they can be modified.

After you add text or draw a new shape, Scribe automatically returns to the Select tool so that you can change text, edit nodes, or scale, move and rotate the object.

The following functions are available (indicated by their associated cursors) when using the **Select** tool:



When you select an object, a box with handles appears around it. When you move the cursor over the inside and outside of the handles, notice the cursor changes which provide more functionality when you click and drag. For example, to rotate an object, hover over the outside of any handle until you see the 'rotate' cursor, then click and drag in the direction you want. The object now rotates about its centre until you release pressure (you can also press <Shift> when rotating to snap to 45° increments).

If the cursor is pressed within text, its position is indicated by a vertical white line (**I**) enabling you to add or delete characters. You can also highlight parts of the text by pressing <Ctrl> and clicking within the text (the cursor now changes to a yellow '**I**') then drag over the required characters before releasing pressure. This highlighted text can now be formatted or styled without affecting any of the other characters. If the text box is moved, the highlighted text remains highlighted during the move.

With the Select tool, you can use these GUI and keyboard combinations...

a Press *lock* in the menu area to lock the selected object's position.

b Press *delete* in the menu area to delete the selected object (for shapes you can also press <Delete> on the keyboard).

c When moving an object, press <Shift> to restrain the object to it's horizontal or vertical axis.

d When rotating an object, press <Shift> to snap to 45° increments.

e When scaling a text or graphic object, press <Shift> to scale the object proportionally about its centre.

f Multiple objects can be selected by holding down the <Shift> key and pressing on them with the cursor, or by dragging a box around all or part of the multiple objects you wish to select.

g When using a shape tool, press <Shift> and drag the cursor out to create a symmetrical shape, eg a circle or square.

h Use the *align* and *back/forward* functions in the Scribe menu to position objects on screen.

i To add a node on Bezier objects, press <Shift> then press on the line where you want the node.

j To delete individual nodes on Bezier objects, choose the Select tool, then hold <Shift> down on the keyboard whilst clicking the red cursor on the node.

k To nudge objects, select either *xpos* or *ypos* then press the ↑ or ↓ arrow on the keyboard as required.

l To copy objects using standard keyboard shortcuts, press <Ctrl>+<C>; to paste the copy press <Ctrl>+<V>.

copyright © Quantel Ltd 2001-2011

When editing text with the Select tool, you can use these GUI and keyboard combinations...

a Press the <Delete> key on the keyboard to delete the character to the left of the current cursor position.

b Press <Ctrl> and drag to highlight text within the text frame.

c Press <Home> or <End> to move the text cursor to the start or end of the current text line.

d With multiple text lines, press <↑> or <↓> to move the text cursor up or down to another text line.

e Press <Shift>+<←> or <→> to highlight the character to the left or right of the current cursor position.

f If the text cursor is placed anywhere on a line of text, selecting the *line* or *word* box in the Scribe menu highlights the line of text or word so it can be formatted or deleted.

Creating Text Tools

Text

This allows new text to be placed on the screen wherever the cursor is placed.

When you press down with the cursor in the required position on screen, a vertical line (**I**) appears to show where text will appear when typed.

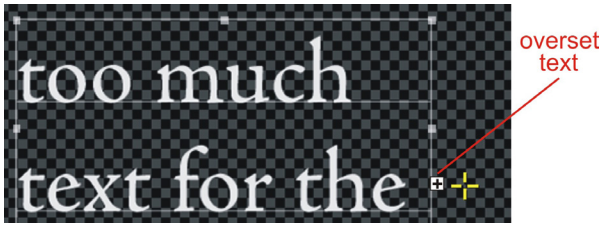
A rectangular box surrounds the text as you type. If you press <Return> you can start typing on a new line within the same box.

You can change text at any point by clicking in the text, highlighting characters then re-typing.

Or you can add and delete characters.

By using the Select Tool, you can move, scale or rotate text just like any other graphic object (this is described previously under 'Select').

Alternatively, a box can be drawn if you need to fit your text within a specific area on screen. To do this, press the cursor to place the first corner of the box then drag-out the container and press again to place the opposite corner. Type text into the box and it will line-wrap within it.



If you type too much text so that it cannot fit into the box, a small black '**+**' appears on the right side of the box frame to indicate that there is overset text.

If you see this, either resize the box (so that the '**+**' disappears); decrease the font size; or change the leading (ie line spacing) to display it all. If there is no

copyright © Quantel Ltd 2001-2011

visible overset text but the marker remains, there may be an unnecessary <Return> or <Space> character that needs deleting.

Any text entered automatically adopts the default style characteristics held in the first style chip. You can use the Scribe menu to edit, format or style the text at any time.

See 'Using Style Containers' in this chapter for how to set-up and re-use custom styles.

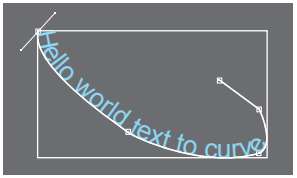
Vertical Text

This allows vertical text to be placed on the screen wherever the cursor is placed. Use this tool in the same way as the 'Text' tool described in the previous section; the only difference is that the text is vertical.

It may be easier to create vertical text by first creating normal (horizontal) text then press <Shift> while rotating it to exactly 90°.

Text on a Spline

This allows text to follow the curve of a line. Draw a line using this tool by clicking in different positions on screen (for an angular line) or clicking while dragging (for smooth curves).



A white line (**I**) cursor flashes to indicate that text can now be entered. Type text and it will display along the line. At any point before or after text entry, you can change the shape of the line by editing the nodes and their handles as you would when using the Bezier tools (see 'Cursor Types' previously described).

Vertical Text on a Spline

This allows vertical text to follow the curve of a line. Use this tool in the same way as the 'Text on a Spline' tool described in the previous section; the only difference is that the text is vertical.

Vector Shape Tools

Rectangle

Use this to draw vector rectangles and squares on screen. Press and hold down the cursor to place the first corner of the rectangle then still holding down, drag the rectangle out and release pressure where you want the opposite corner of the rectangle to be. If you hold down <Shift> whilst dragging, you create a square.

You can style any vector shape in the same way that you can for text; for example you can change the colour, edges, or add a shadow. You can move, scale and rotate the object too (this is described previously under 'Select').

Bevelled Rectangle

Use this to draw vector rectangles with bevelled (ie clipped) corners. Use this tool in the same way as the 'Rectangle' tool described previously. If you hold down <Shift> whilst dragging, you create a symmetrical shape.

Rounded Corner Rectangle

This allows squares and rectangles with rounded corners to be drawn. Use this tool in the same way as the 'Rectangle' tool described previously. If you hold down <Shift> whilst dragging, you create a symmetrical shape.

Round Rectangle

This allows rectangles with rounded end and straight sides to be drawn.

If a square is drawn with the cursor (by holding down <Shift> whilst dragging), the appearance is elliptical. If the horizontal scale of the square is then increased to a rectangle, the rounded ends remain constant on the left and right giving a tube-like appearance.

copyright © Quantel Ltd 2001-2011

Ellipse/Circle

This allows vector circles and ellipses to be drawn on screen. Press and hold down the cursor to position the ellipse and still holding down, drag the ellipse out and release pressure where you want to finish it. If you hold down <Shift> whilst dragging, you create a circle.

You can style any vector shape in the same way that you can for text; for example you can change the colour, edges, or add a shadow. You can move, scale and rotate the object too (this is described previously under 'Select').

Arc

Use this to draw vector arcs of 90° (ie quadrants) on screen. Press and hold down the cursor to position the arc and still holding down, drag the arc out and release pressure where you want to finish it.

If you hold down <Shift> whilst dragging, you create a perfect quarter circle. To create all 4 quadrants resembling a circle, use the Duplicate tool and rotate each quadrant. Pressing <Shift> when rotating will snap the object to 90°; pressing <Shift> while moving the copy will restrain the object to it's horizontal or vertical axis.

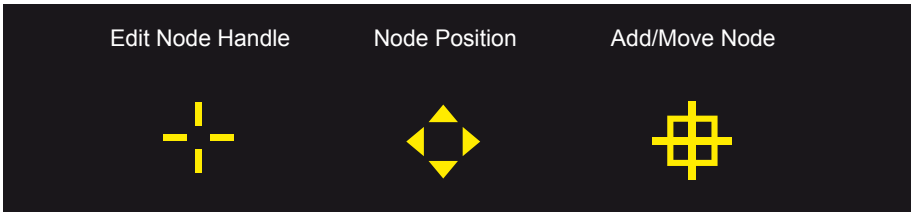
Wedge/Triangle

This allows right angle triangles to be drawn on screen. Press and hold down the cursor to position the triangle and still holding down, drag the triangle out and release pressure where you want to finish it.

If you hold down <Shift> whilst dragging, you create a right-isosceles triangle.

Bezier Line/Curve Tools

The following options are available (indicated by their associated cursors) after drawing a shape with the filled or outlined **Bezier** tools:



When you hover the cursor over lines and nodes you will see the cursor change. Note that you can only edit node handles on curves (where there is a distortion in the line, so not on angular or straight lines).

To delete individual nodes, choose the Select tool, then hold <Shift> down on the keyboard whilst clicking the red cursor on the node.

You can make a straight line curved by adding a node at any position on the line. Choose the Select tool, press and hold <Shift>, then click where you want the node to be. Now move the handles or the node itself to edit the curve.

Bezier (Filled)

This tool allows a filled angular or curved shape to be drawn on screen.

Draw with this tool by clicking in different positions on screen (for an angular shape) or clicking while dragging (for a smooth curved shape). When you've finished drawing the object, you can click on the outline to add more nodes, move existing ones or move node handles.

You can use the Select tool to edit nodes on previously drawn objects. You can style any vector shape in the same way that you can for text; for example you can change the colour, edges, or add a shadow. You can move, scale and rotate the object too (this is described previously under 'Select').

copyright © Quantel Ltd 2001-2011

Bezier (Outline)

This tool allows an outlined (ie not filled) angular or curved shape to be drawn on screen. This tool is used in the same way as the filled Bezier tool described previously.

With this tool, any face colour applied affects the shape's outline (use the filled Bezier tool if you want a fill within the shape). Any edge colour applied creates a line around it.

Append Control Point (Add Node at End)

Use this to add new nodes at the end (finish) of lines and curves previously created with the Bezier filled/outline tools. This is useful if you need to make the curve more complex or to join an open shape's ends together.

Select the Bezier object that you want to edit, then click with this tool near its 'final' node (ie the point on screen where the object was drawn to). Each new node added joins to the previous one, starting from the 'final' node.

Prepend Control Point (Add Node at Start)

Use this to add new nodes at the start of lines and curves previously created with the Bezier filled/outline tools. This is useful if you need to make the curve more complex or to join an open shape's ends together.

Select the Bezier object that you want to edit, then click with this tool near its first 'anchor' node (ie the point on screen where the object was drawn from). Each new node added joins to the previous one, starting from the 'anchor' node.

Positioning & Copying Tools

Horizontal Guideline

Select this tool then click on the screen where you want the horizontal guideline to be added. If you place the cursor over the guideline it becomes a positional cursor allowing you to press and drag the guideline to a new position.

Pressing <Shift> allows you to select multiple horizontal and vertical guidelines, (they should highlight white after selection) which is useful if you want to move their on screen position without affecting their relative position.

Vertical Guideline

This tool allows a vertical guideline to be placed on screen and is used in the same way as the Horizontal Guideline tool described previously.

If you need multiple horizontal and/or vertical guidelines, it may be easier and more accurate to set-up a grid from the Scribe menu. You can change the horizontal and vertical grid spacing, snap objects to it and hide the grid to improve the view of on screen objects (while still being able to snap to it).

See 'Grids' later in this chapter for details.

Duplicate

This tool allows a copy (duplicate) of the selected item to be made. Note that these are copies and not clones (so each object can be formatted and styled individually).

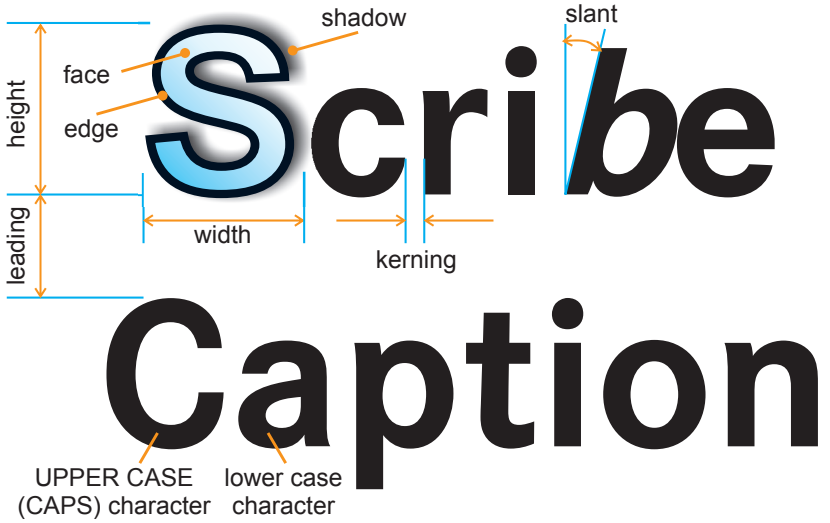
Press on the selected item to be copied then select the Duplicate Tool. The new copy will be placed directly over the master object. Drag the copy to the required position. If you press <Shift> and drag the copy, it will snap to the master's x or y axis (depending in which direction the copy is dragged). This process can be repeated to create multiple copies. To prevent further copies being made, choose one of the other tools.

copyright © Quantel Ltd 2001-2011

Note that you can also copy objects using standard keyboard shortcuts; press <Ctrl>+<C> to copy; to paste press <Ctrl>+<V>.

GUI Functions

Basic Text Characteristics



Typeface & Font Attributes

Use the blue scroll box to select your required typeface from the list.

This list displays all typefaces installed on the system.

The ▼ box displays the list of the last 5 typefaces used.

Note that the typefaces available within Scribe are those of the Windows operating system and therefore additional typefaces can be added using the Windows Control Panel.

Users are responsible for ensuring that they have the appropriate rights to install and use specific typefaces.

The *B* box when selected makes the currently selected text **bold**.

The *I* box when selected makes the currently selected text *italic*.

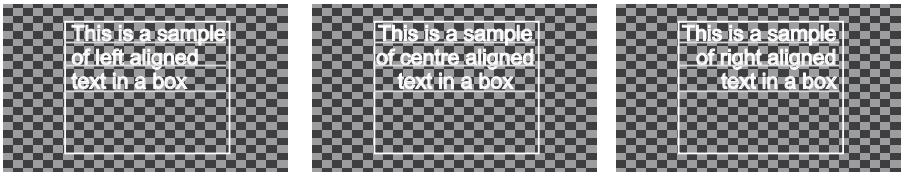
The *U* box when selected makes the currently selected text underlined.

The values in the green *xpos* and *ypos* boxes determine the horizontal and vertical position of the selection.

The green *size* box defines the text height.

The value in the green *kern* box adjusts the space (kerning) between characters. This can be applied to the whole text block or to selected characters.

The *L*, *C* and *R* boxes align the text within its box as left, centred or right (see below examples):



The *wrap* box selects wordwrap and should be selected before text is typed. Both horizontal and vertical text will be wrapped based on the current position and size of the characters used, so moving or re-sizing a block of text after typing will not re-wrap that line or subsequent lines. It will word-wrap based on spaces in the text for Roman languages but on character cells for Japanese.

The *vertical* box, when selected, will vertically align the currently selected text line. This is used for Japanese font display. Place the first line of text at the right of the screen, place the cursor at the end of the line then use <Ctrl>+<Enter> to create a new line to the left of the original.

The *R to L* box allows text to be created in Arabic and other right to left reading languages. This box has no function on typefaces used for left to right reading languages.

The *layout* box opens detailed text layout menu options.

The *style* box opens detailed colour effects menu options.

copyright © Quantel Ltd 2001-2011

The *style extras* box opens detailed text positioning menu options.

Text Layout

The *layout* box when selected, opens text layout options.

These are divided into type attributes in the top half of the menu and line spacing in the bottom half.

The values in the green *height* and *width* boxes determine the height and width of the current text box (and therefore the height/width of text within it).

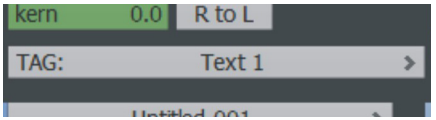
The *charwidth* (character width) box defines the text character width, as a percentage of the standard width for the character.

Under the blue *leading* box there are two options:

a The value in the green *all* box controls the way multiple lines of text are displayed within the selected text box. Larger numbers inserted in the green box will increase the line spacing inbetween text and negative numbers will reduce the line spacing.

b The value in the green *line* box allows only the line spacing under the selected (or partially selected) line of text to change.

Object Tags



The TAG box adds a new tag (Text 1, Text 2, Rectangle 1 etc) to each new text box or vector object created on screen.

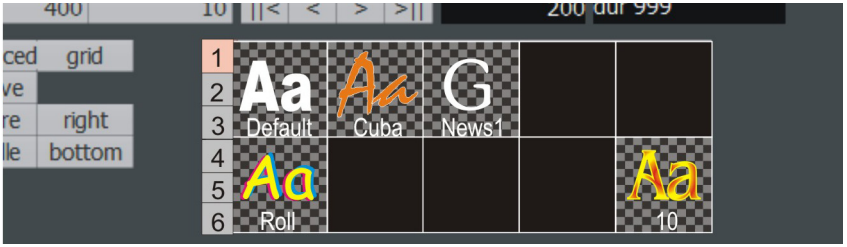
This is useful for identifying items when creating complex layouts with multiple text and objects.

You can override tags by selecting the object and typing a new tag name into the field using the soft keyboard.

Using Style Containers

The area towards the right of the menu area displays containers for storing text and graphic styles. You can store typeface, font size and style; face colour, plus edge colours and textures. You can then quickly and accurately apply a stored style to the currently selected text or graphic object.

For how to style and colour text, see chapter 2.



The style stored in the first container is the default style that is applied to any new text or graphic object when it is created. The vertical *1, 2, 3* boxes on the left scroll the levels of containers down if more empty ones are required:

Aa indicates that the container holds attributes for text objects (ie typeface and style; face and edge colour and texture).

G indicates that the container stores attributes for graphic objects (ie face and edge colour and texture).

To save a style... into an empty container, select the object with the style you want to save, then press and hold in an empty container and the settings of the object will be saved into it (this is indicated by *Aa* or *G*).

To apply a style... to a text or graphic object, select the object to be styled then press on the style container holding the required style. Note that if a graphic style (indicated by *G*) is applied to a text object the face, edge colour and texture are applied. If a text style (indicated by *Aa*) is applied to a graphic object the face and edge attributes are applied.

To name a style... move the cursor over the bottom-right corner of the container and a *T* appears. Press this then enter the

copyright © Quantel Ltd 2001-2011

required title. Note that a title of any length can be entered, but only the last 8 lower case (or 6 upper case) letters are visible in the container.

To delete a style... move the cursor over the top-right corner of the container. and a yellow *X* appears. Press this to delete the style. Note that the contents of the container are deleted; not any of the objects associated with it.

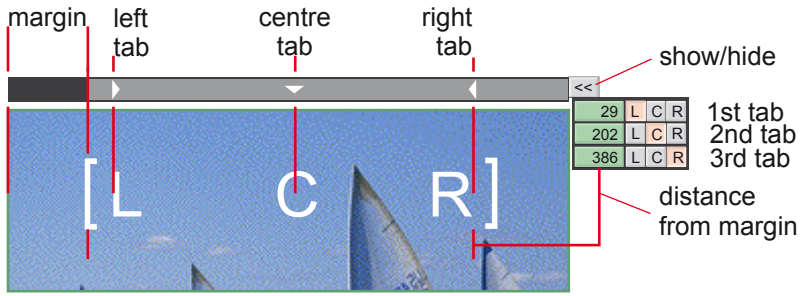
Tabs & Alignment

The system provides two main methods for the alignment of text and graphics elements on screen. As well as positioning text manually on-screen columns of text can be produced using tabs. Text and graphics elements can also be automatically positioned on-screen using the alignment options displayed in the menu on the left of the style containers.

Using Tabs

Text can be horizontally positioned to tabs with left, centre or right alignment. Tab alignment is especially useful when working with a column of text that needs to be arranged in a specific way.

Use the bar at the top of the clip to insert or delete tabs and to set their position and alignment. This bar also allows the left margin to be set.



The tab numeric boxes can be shown/hidden using the << / >> box on the right of the tab bar.

Note that the tab bar settings are applied to the text using a horizontal reference point. This reference point is where the text was inserted and not the edge of the image. Therefore multiple lines of text can have the same tab

settings but can be positioned differently on the image. To avoid this always use the <Enter> or <Return> key to start a new line.

Inserting Tabs

Tabs should be inserted before any text is typed. To do this, click in the grey tab bar above the clip. A white arrow appears which can now be dragged to the required position (or alternatively enter a number in the green box to the right of the clip).

Setting Tab Alignment

The type of tab alignment can be changed by pressing down on the white arrow in the grey tab bar and sliding up repeatedly until the required alignment is displayed. Alternatively, you can change the type of tab alignment by selecting one of the *L* (left), *C* (centre) or *R* (right) boxes.

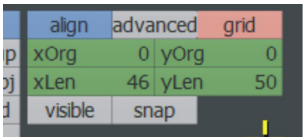
Deleting a Tab

To delete any tab press down on its white arrow and drag down. The tab now disappears from the tab bar.

Aligning Text to Tabs

When the tabs are set on the tab bar any text that is typed will adopt these settings. When you press <Tab> on the keyboard, the text separates and aligns to the set tabs.

Grids



Text and graphics can be positioned on a grid to allow accurate alignment. You set-up and control the grid from the *grid* menu.

The values in the green *xOrg* and *yOrg* boxes define the horizontal and vertical position of the grid.

The values in the green *xLen* and *yLen* boxes define the distance between vertical and horizontal grid lines.

When enabled, the *visible* box shows the grid on screen. Note that the grid is still present with this box disabled; it's just not visible.

copyright © Quantel Ltd 2001-2011

If you enable the *snap* box, objects will be 'snapped' to the grid when moved. When you're moving an object, a positional white line highlights in the x and y axes to indicate the grid line that the edge/corner of the object will snap to (these lines highlight even if the grid is not visible).

Positioning & Sizing Objects

Text and graphic objects can be positioned on screen by using the following different methods:

a Use the cursor and Select tool to manually reposition objects

b Enter numeric values in the *xpos* and *ypos* green boxes; these values define the horizontal and vertical position of the object from the left of the image.

c To nudge objects, select either *xpos* or *ypos* then press the ↑ or ↓ arrow on the keyboard as required.

d Use tabs to vertically align columns of text

e Use the alignment options from the blue scroll box.

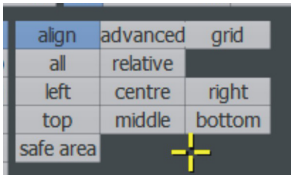
The *size*, *height* and *width* boxes can be used to change the object's size.

See 'Using the Tool Kit', 'Tabs & Alignment' and 'Aligning Objects' in this chapter.

Aligning Objects

The Align & Advanced Menus

The *align* and *advanced* menus provide options for aligning blocks of text and graphic objects in the image area.



Alignment is also modified by the settings of the *relative* and *safe area* functions. You can choose from the following options:

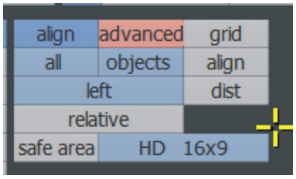
All	*objects/text/graphics*	*left/centre/right/top/middle/bottom horizontal centre/vertical centre*
Selected	*objects/text/graphics*	*left/centre/right/top/middle/bottom horizontal centre/vertical centre*
	(selection)	*left/centre/right/top/middle/bottom horizontal centre/vertical centre*

If *relative* is off, all selected objects will be aligned to the screen or safe area. With *relative* on, a group of selected objects are aligned so that they retain their positional relationship relative to each other.

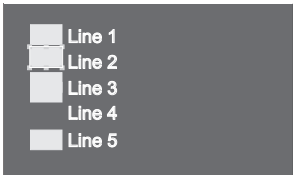
With *safe area* off, the alignment of the objects will be made within the area of the full screen. With *safe area* on, the alignment will be made within the safe area defined in the <F1> Configuration Window. For example if horizontal centre is selected with *safe area* on, the selected objects will be placed in the horizontal centre of the safe area.

copyright © Quantel Ltd 2001-2011

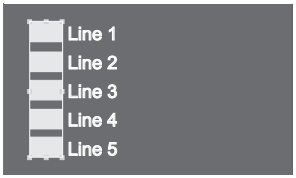
Distributing Objects



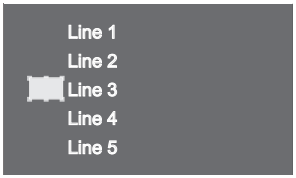
When the *dist* (distribute) box is on in the *advanced* menu, the objects will be spaced apart equally to the set alignment options. If *dist* is off the objects will maintain their current spacing relationship.



For example, this image shows some evenly spaced text with five rectangles that need to be evenly spaced like the text. The top and bottom rectangles have been placed in their required positions. With *relative* off, select all the objects and choose *selected, graphics* and *vertical centre*.

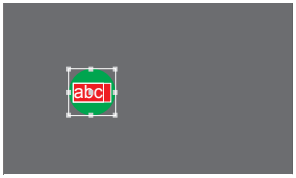


Press the *dist* box and the rectangles inbetween the top and bottom ones will align themselves evenly around their vertical centres.

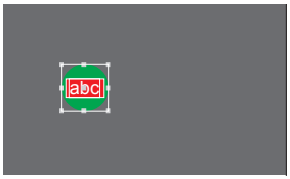


Enabling *relative* will collapse all selected objects to make their centre line overlap. This can be useful when multiple objects need to be centred over each other as shown in the example below.

Three objects are drawn randomly on the screen and they need to be placed in the centre of the circle.



Enable *relative* and choose *selected, objects* and *vertical centre*. Then press the *dist* box.

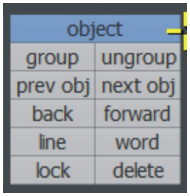


Now choose *selected, objects, horizontal centre* and press the *dist* box.

All the objects are now centred. To keep the objects together, press the *group* box in the *object* menu.

Arranging & Ordering Objects

The Object Menu



Use this menu to group text and graphic objects together, or move objects in front or behind others.

Grouping & Ungrouping Objects

Text and graphic objects can be grouped together so that they can be moved and styled as a single object. The *group* box in the *object* menu is used to group currently selected objects and the *ungroup* box is used to ungroup them.

Object Priority

The *prev obj* and *next obj* box will in turn select all the created graphic and text objects in the working area. These can be used when it is difficult to select an object that is hidden behind another.

The *back* box moves the selection to the back of all the created text and graphic objects.

The *forward* box moves the selection to the front of all the created text and graphic objects.

Selecting Lines & Words

If the text cursor is placed anywhere on a line of text, selecting the *line* or *word* box highlights the line of text or word so it can be formatted or deleted.

copyright © Quantel Ltd 2001-2011

Locking Objects

Any text or graphic object can be locked in place on screen so that it will not be affected when selecting objects near it. Select the object to be locked and press the *lock* box in the menu.

When a locked object is selected, the *lock* box becomes pink. To unlock it, select the *lock* box again.

Deleting Objects

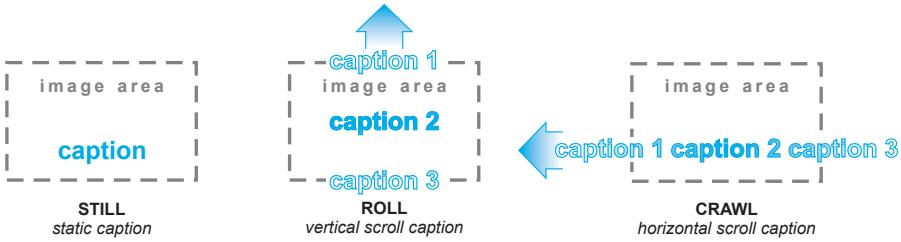
Press *delete* to delete the selected object (for shapes you can also press <Delete> on the keyboard).

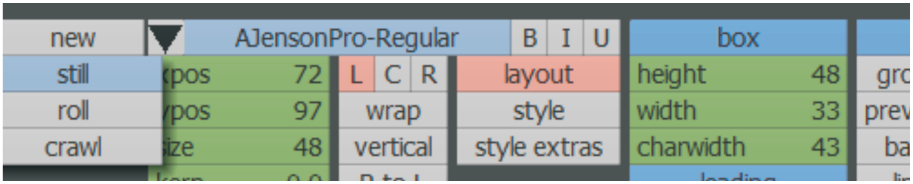
To delete multiple objects, hold down the <Shift> key and press on them with the cursor, or drag a box around all or part of the objects you wish to select. Then press *delete*.

Creating a Caption

Creating Stills, Rolls & Crawls

Completely new static, vertical or horizontal captions can be created; or you can edit previously setup layouts or templates (see following section for how to use layouts and templates).





To create a new still, roll or crawl, do the following:

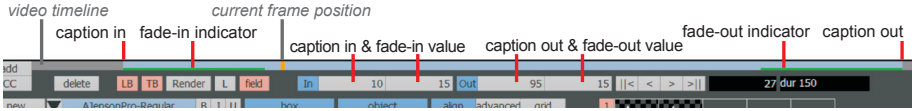
1 Select *still, roll or crawl* from the blue scroll box on the left of the menu area.

2 If no clip is required with the caption, select an output video format from the blue scroll box on the left side of the menu area.

3 Press the *new* box to create the new caption.

4 If a clip is to be captioned, drag the required clip from the Clips Bin and drop it on to the image area.

5 Use the timeline and black *dur* box to move to the point in the clip where you want the first line of text to appear (from the bottom of the screen for rolls and from the right for crawls) and enter the numeric value in the first *In* box. You can use timecode or frames; simply press on the black *dur* box to change the display. The second *In* box allows you to set a fade-in value for the caption; this is indicated on the timeline by a green line from the caption 'in' point.



6 Likewise, move to the point in the clip where you want the last line of text to disappear (off the top of the screen for rolls and off the left for crawls) and enter the numeric value in the first *Out* box. The second *Out* box allows you to set a fade-out value for the caption; this is indicated on the timeline by a green line from the caption 'out' point.

7 Click near the caption 'in' point and start typing text in the box. If a text box doesn't appear automatically, select the Text tool, click on the image

copyright © Quantel Ltd 2001-2011

area and start typing. As the screen fills, the text may scroll up (for rolls) or left (for crawls). Keep typing until all lines of the title sequence have been entered.

Note that if a fade-in value is set, text may be transparent if you type at the caption 'in' point; move forward on the timeline and type to avoid this.

8 The new text automatically adopts the default style characteristics stored in the first style container. Select the required typeface from the blue scroll box (eg Arial), then select a font choice (bold, italic or underscore) from the *B, I, U* boxes. Change the font size from the numeric box if required.

Remember that you can use styles already stored in a container instead of manually setting size and colour etc (see 'Using Style Containers' in this chapter).

9 The caption should appear in the image area over the current frame of the clip. To re-position it, enter numeric values in the menu or use the Select tool and drag it to a new position.

10 For rolls and crawls, the *LB* box (leading blank) and *TB* box (trailing blank) on the top left of the menu can be enabled to add a blank page to the beginning or end of the text so that it starts and finishes off the edge of the screen. Note that the effect of the *LB* and *TB* boxes is not visible until the clip is rendered.

11 As you move the current frame through the clip, the caption can be previewed and edited.

12 Selecting the *Render* box renders the text and graphic objects over the clip and saves the result in the Clips Bin with the name format 'Original Clip Title+Caption Name'.

You can review the captioned clip in the Edit application or by dragging the clip from the Clips Bin to the desktop to create a Floating Clip. Changes can

be made by returning to the Scribe application. Note that every time the *Render* box is pressed, a new clip is created in the Clips Bin with the same title+number (1, 2, 3 etc). The latest version appears at the top if there are duplicates.

Note that you can add captions to the Caption Compositor by pressing *add*. This places the caption at the current timeline cursor position (ie the current frame in the background clip) and on the currently selected layer in the Caption Compositor. After the caption is placed on the timeline it can be re-timed as required.

If the *L* (render for transfer) box is enabled before *Render* is selected, the result will be made available in the Effects application as a layer. The *field* box when enabled allows the clip to be processed field by field instead of frame-based.

See chapter 3 for details of how to use the Caption Compositor.

Saving a Still Caption & Key

Save Frame

A still caption and its associated key can be used directly in other applications such as Effects and Edit's Multilayer timeline, when it is saved into the Clips Bin by pressing the *save frame* box. It is saved with the format clip title+number (1, 2, 3 etc) and the bin icon is red with a white outline to indicate that a key is present.

Loading an Existing Layout or Template

Layouts and templates can be used on captions to provide a consistent style and format. For example a program may require a specific caption style and position so a layout or template can be created as a master page into which different text is typed each time it is required.

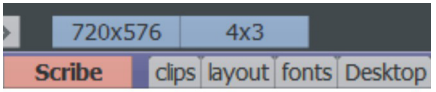
What are Layouts & Templates?

A **layout** is... a page of text that has been styled and positioned in preparation for captioning a clip segment.

copyright © Quantel Ltd 2001-2011

A **template** is... a blank page that has been styled and positioned ready to accept text entry.

Both templates and layouts can be created within Scribe or can be produced elsewhere using Inscriber and imported into the system.



The Layout Bin allows you to select and save **locally** created layouts and templates.

Any layout can be deleted, renamed, copied, imported, exported or saved as a template using this bin. The captions held in the Layout Bin are available in the Caption Compositor via the Caption Bin.

Saving a Layout

The *layout* field in the bottom-left corner of the Scribe menu area defaults to 'untitled' but a name for the layout you want to save can be entered as required.

After you've entered a name, press the *layout* bin tab and press *save* from the bin menu.

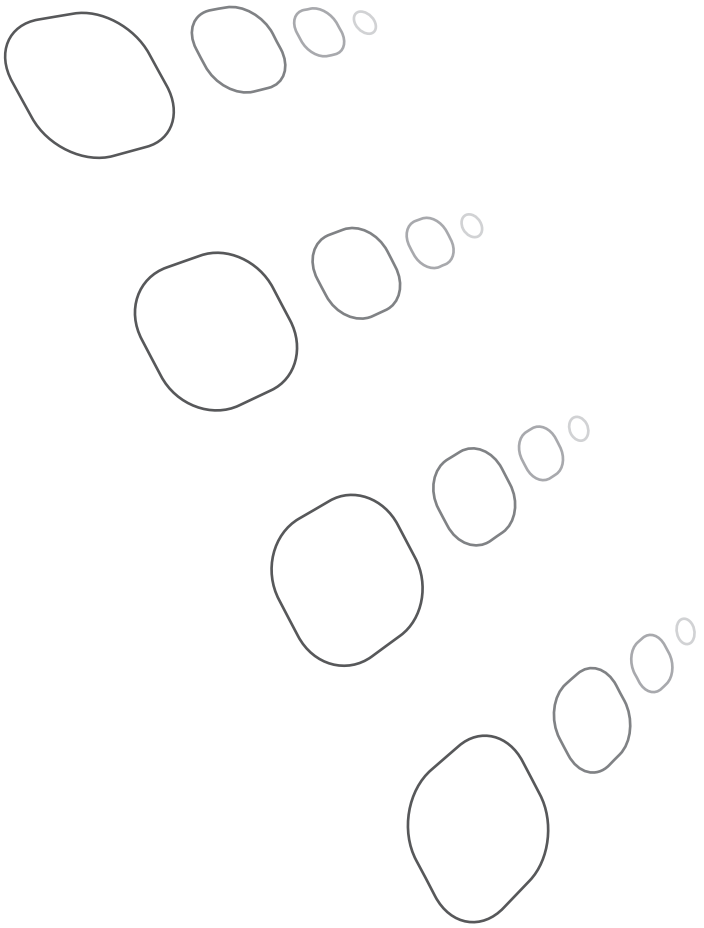
There are also import and export options from the bin (with a path field to set the file folder/directory for the process).

The File Bin allows you to select **externally** created layouts, templates and code pages. Dragging these from the bin into the Layout Bin then dragging and dropping them onto the image area will apply them.

When loading an externally created template file the correct code page must be assigned so that Scribe can correctly interpret it. Select the code page from the <F1> Configuration Window's *SLY Import* box in the *Text* menu.

Note that when you save a layout, the size, aspect, caption type and resolution values are saved with the layout. When you drop a base layer into Scribe, its original values are used to set-up the current desktop to match. If you now drop a layout on top, the values from the base are applied to the layout.

copyright © Quantel Ltd 2001-2011



2

Styling

Text and graphic objects created in Scribe can be coloured, edged, shadowed and placed over a clip.

The final clip can then be saved in the Clips Bin for use in other applications.

Styling Objects

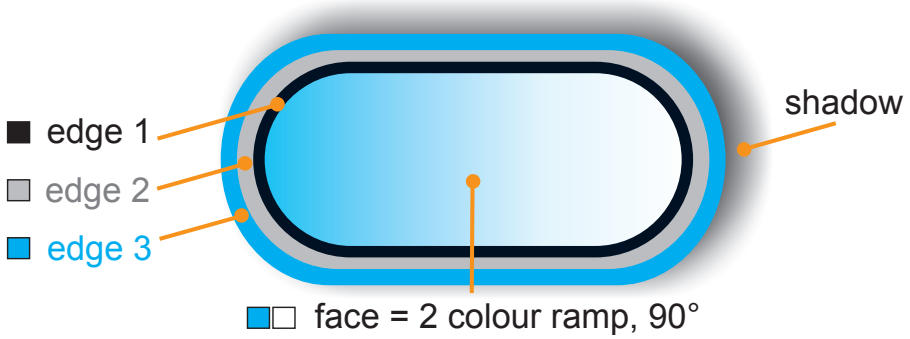
Adding Effects & Colour

The Style Menu

The *style* box when selected, displays the various functions that are used to add colour to parts of text and graphic objects.

The face, edges and shadow of any object can be set separately by selecting their boxes in turn and setting their characteristics as required. The blue *solid colour* scroll box is used to apply solid or graduated/fountain fills to the face or edges of an object.

The example below shows a rounded rectangle with 3 separate solid colours applied to 3 edges and a 2 colour ramp (graduated) fill on the face.



See 'Creating Colours' in this chapter for details on mixing and adding colours.

copyright © Quantel Ltd 2001-2011

Face & Edge Functions

The *face* box allows the front (face) of any graphic object or horizontal block of text to be coloured using one of the following functions; *solid colour, four colour ramp, two colour ramp, two colour bevel, eliminate, ghost*. You can also apply shadow, transparency, sheen and texture to the face (these functions are detailed in the following sections).

The *edge 1, 2* and *3* boxes allow up to 3 edges to be applied to any text or graphic object and coloured using one of the following functions; *solid colour, four colour ramp, two colour ramp, two colour bevel, eliminate, ghost*. You can also apply shadow, transparency, sheen and texture to the edge (these functions are detailed in the following sections). The following 'edge' options are also available:

a Selecting *depth* from the first scroll box creates an extruded effect on the selected edge. Use the *size* and *angle* boxes to modify the depth.

Selecting *edge* creates an edge around the object. Use the *size* box to make the outline thinner or thicker.

Selecting *drop face* creates a copy of the face and drops it behind the selected object. The effect and quantity of faces dropped depends on which option is chosen from the blue scroll box below. The *size* box moves the dropped face nearer or further from the original object and the *angle* box changes the angle of the dropped face in relation to the original object.

b Selecting *unused* from the second scroll box removes and resets the edge and its settings.

Selecting *hidden* removes the edge collapsing the outer edges in.

Selecting *invisible* hides the selected edge making the immediate outer edge larger (on multiple edges only).

Selecting *exists* uses the selected *depth, edge* or *drop face* attributes.

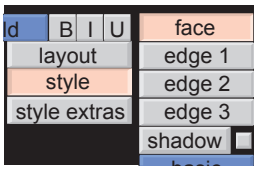
Use the *size* and *angle* settings to modify the above.

The *basic* scroll box controls how the colour combinations spread over the line of text (this is not applicable to other vector objects):

a Select *basic* if you want the colour combination to repeat over each text character in isolation.

b Select *text by line* or *text by style run by line* if you want the colour combination to spread horizontally over each line of text from left to right.

Adding Shadow



If you press *shadow*, the shadow menu appears. Select the square process box on the right to apply a feathered shadow to the selected object. By default it is feathered black to transparent, but you can change the colour if required.

The shadow's angle from the object can be changed by using the wheel to the right, or by entering a number in the box below. You can also affect the shadow by using the following:

The green *size* box allows the depth of the shadow to be adjusted.

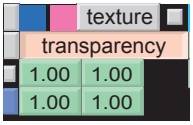
The green *glo* and *soft* boxes allow a glow effect to be applied and the shadow's softness (feather) to be changed.

The *transp* box allows the shadow's transparency to be changed.

You can toggle the shadow on and off by pressing the square process box to the right of the *shadow* box.

copyright © Quantel Ltd 2001-2011

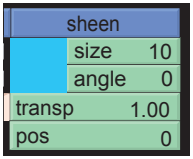
Adding Transparency



The *transparency* box allows the transparency of the selected part of the object (face or edges) to be modified independently.

The number of transparency controls changes depending on the colour mode selected. For example with *four colour ramp* selected, the *transparency* box allows the transparency of the four individual colours (on face, edges or shadow) to be modified. With *two colour ramp* selected, the transparency affects the top/bottom or outer/inner colour.

Adding Sheen



If you press *sheen*, the sheen menu appears to the right. Select the square process box to apply a sheen to the selected object's face or edges.

Sheen is similar to a highlight to make the object appear shiny, metallic or tubular (on thin objects).

The green *size* box is used to set the width of sheen line. The value in this box must be greater than 0 to display a sheen.

The green *angle* box is used to rotate the sheen line about the centre of the face or edge. A value of 0 produces a horizontal sheen; a value of 90 produces a vertical sheen.

The green *transp* box (transparency) enables the transparency of the sheen within the face or edge to be adjusted.

The green *pos* box (position) enables the position of the sheen within the face or edge to be moved.

You can toggle the sheen on and off by pressing the square process box to the right of the *sheen* box.

Colour Combinations

You can select the required colour mode from the *solid colour* scroll box.

Colours are selected from the colour palette - see 'Creating Colours' later in this chapter for details.

Solid Colour

When *solid colour* (default) is selected, the colour values are applied to the complete face or edge of the object.

Eliminate

When *eliminate* is selected, the object's face, edges and shadow are removed (depending on what you select in the menu) which allows any object beneath to be visible. The selected part is also removed from any associated shadow.

Ghost

When *ghost* is selected, the object's face or edges are removed (depending on what you select in the menu) but the removed part leaves a shadow.

Four Colour Ramp

When *four colour ramp* is selected, four colours can be selected and placed in the pots. These colours graduate into each other from each corner of the object's face or edge.

copyright © Quantel Ltd 2001-2011

Two Colour Ramp

When *two colour ramp* is selected, the colour graduation can be made from top to bottom of the object. The following controls are available for the face, edge and shadow:

Selecting the green *top* box allows the starting point of the colour graduation from the top of the object to be modified. A value of .10 produces more of the top colour. A value of .50 produces an equal graduation of top and bottom colour and a value of .90 produces less graduation of the top colour and more of the bottom colour.

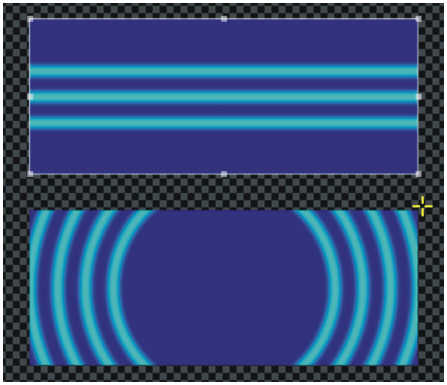
Selecting the green *btm* (bottom) box allows the starting point of the colour graduation from the bottom of the text to be modified in a similar way to the *top* box described above.

The value in the green *a* (angle) box sets the degree at which the graduation will start (note that a value of 180° swaps the two colours):

0 - graduates from top (top colour) to bottom (bottom colour).

90 - graduates from left (top colour) to right (bottom colour).

180 - graduates from bottom (top colour) to top (bottom colour).



The green *r* (repeats) box controls the number of times the graduation is repeated over the surface of the object. This gives the effect of straight bars.

The *radial* box radiates the graduation out from the centre of the object. To create concentric rings, set an *r* value as well.

If you want concentric rings/ripples on an object, set both a *radial* and *r* (repeats) value. This works best when the 2 colours are similar.

Two Colour Bevel

When *two colour bevel* is selected, the edge of the object can be graduated into the face to produce a bevelled effect. The following controls allow the bevel to be edited:

The two green *%* boxes control the spread of bevel and face colour. So if the percentage in the first box is increased, the bevel colour spreads inwards into the face.

The green *bal (balance)* box controls the balance of the edge and face colours. The higher the value, the less of the face colour shows through the edge colour (for example a value of -1.00 shows solid face colour and a value of 1.00 shows solid edge colour).

The *tube* box shapes the edge of the bevel to form a tube instead of a flat edge.

The *lit* (illuminate) box uses the top colour to give the effect of illuminating or highlighting the bevel.

The green *size* box controls the size of the bevel edge.

Distorting Text

Style Extras Menu

The *style extras* menu provides detailed text positioning and distortion options.

The *small caps* box forces all lower case characters in the selected text box to upper case (capitals) and allows you to decrease the size of these 'small' characters using the % box while not affecting any upper case capital letter that you originally typed.

The green *rotate* box rotates the selected object.

copyright © Quantel Ltd 2001-2011

The green *slant* box determines the slant applied to the selected text. Note that this should not be used instead of an italicised font; an italicised font contains characters individually designed to ensure legibility; if you use a high value of slant on specific fonts, text may become difficult to read.

The *baseline* function is similar to vertical character kerning (or superscript/subscript). Selected text characters (or lines of text) can be raised or lowered in relation to the other characters surrounding it.

The *punch thru* box is used in colour modes where the face is not present. This punches through the shadows beneath to expose the objects or background below.

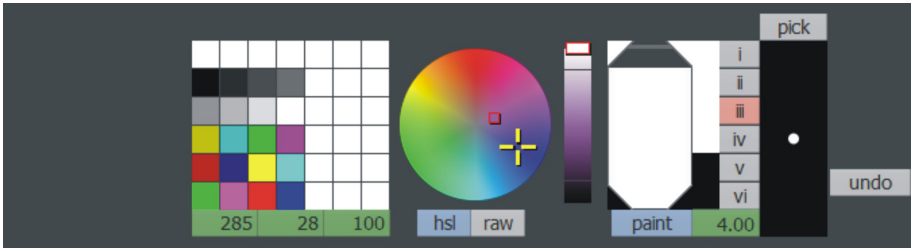
Under the blue *distortion* box, the green *magn* and *angle* boxes allow objects to be distorted vertically and horizontally.

When choosing numeric values, you can use the *inc* and *dec* boxes (see above diagram) on the soft number keypad to increase and decrease the values.

Creating Colours

Adding Colour with the Palette

Press <F2> on the keyboard to toggle the Colour Palette on and off. This palette enables colours to be created and added to text or graphic objects. Mixed colours can also be dropped into pots in the palette and stored.



Note that the palette has some functions that are not used in Scribe (eg brush type and size cannot be used for painting on the image area but can be used to mix colours in the palette) but these functions are used in other Quantel applications such as Effects.

Choosing & Mixing Colours

Colours can be selected either from the pots, from colours mixed on the palette, or from numbers entered into the green boxes under the pots. In HSL mode, the colour wheel appears (see diagram) to enable colour and hue selection. The slider to the right controls the luminance (brightness) of the colour.

The blue scroll box at the bottom of the palette allows working colour space values to be entered as either *rgb* (red, green, blue), *yuv* (luminance, blue-luminance, red-luminance), or *hsl* (hue, saturation, luminance).

When enabled, the *%* box that appears in YUV and RGB modes allows colours to be defined as percentage values and when disabled, colours are defined as actual data bit values (for example with 8-bit RGB the 100% value would be 255. 255. 255).

The *raw* box allows colours to be entered as actual 8-bit YUV values of the native colour space.

If you press on a colour in the mixing area or on a pot in the palette, this colour will be selected. You can then place it in one of the empty pots in Scribe by clicking on the required pot (eg there are 4 empty pots to choose from in the *four colour ramp* menu). If you want to save colours in the palette, press on the colour, then press and hold in an empty colour pot in the palette (the colour is now added to the pot).

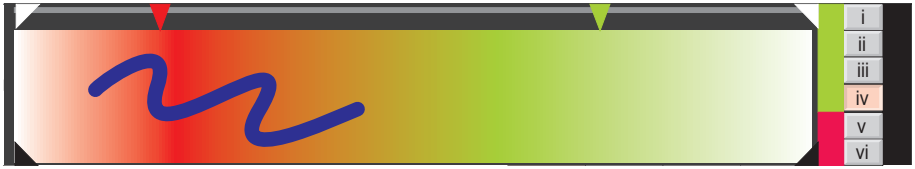
To mix a colour, it is useful to choose a soft brush to enable shade variation. When another colour is painted over the first, new shades appear in the areas of overlap. There are four main brushes in the palette. These are *paint, chalk, airbrush* and *chair* (chalk-airbrush). Brushes are displayed in the scroll box below the mixing area and size options are displayed to the right. Size can also be adjusted numerically in the green box in the bottom- right corner.

copyright © Quantel Ltd 2001-2011

When entering numeric values or mixing colour spaces, it is possible to create illegal colours that must not be transmitted. These include negative values of RGB, zero values of U or V, and saturated colours on very low or peak luminance levels. If an illegal colour is detected or created, the *raw* box will become orange as a warning.

Selecting from Graduated Colour

The palette allows two or more colours to be added to the mixing area to create a graduation or blend from which to choose a new colour. This is useful if subtle colour changes within a limited range are required.



The four corner tabs in the mixing area (defaulted to white and black) will display the colour in the mixing area which is dropped onto them, with a maximum of four colours. However, if more colours are required in the gradient, select the required colour and press on the grey line in the black bar above the mixing area. A triangular tab appears with the selected colour in it. If you move this tab, the position of the colour moves with it.

Repeat this process adding new colours as necessary. These colours can be changed or their positions moved to allow more accurate colour selection. To delete a colour, select the tab and drag it downwards into the mixing area.

Moving & Re-sizing the Palette

The palette can be moved to a different position in the menu or image area by placing the cursor on any empty (ie grey) area of the palette and dragging and dropping it in a new position. If you hover the cursor over the bottom right corner of the palette, a yellow triangle appears. If this is pressed, the palette is placed back in its original position in the bottom right corner of the menu area.

If you hold the cursor down on the yellow triangle and drag to the right, the palette expands to show multiple brush selection boxes and an expanded mixing area. If you drag to the left, the palette contracts to its original size.

Opening & Saving Palettes

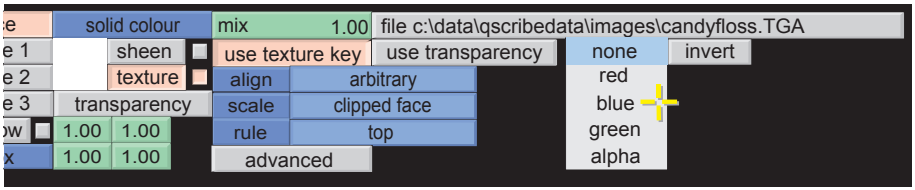
Palettes can be saved into a bin for future use by pressing the *palettes* box on the Application Bar. This opens the bin and allows the current palette to be saved by pressing *save* at the bottom of the bin. Palettes can also be deleted or renamed. Existing palettes can be applied by selecting one from the bin and dragging and dropping it onto the current palette.

If you have replaced the preset colours in a palette by mistake, you can restore the original palette. Select *palettes* on the Application Bar and when the bin has opened, drag and drop the palette named 'standard' onto the current palette.

Texture

Overview

Selecting the *texture* box displays a menu that allows a texture from an image file to be applied to the face or edge of any text or graphic object.



Loading a Texture

The 'texture' image must be uncompressed Windows bitmap (*.bmp) or Targa (*.tga) format. They need to be placed in a folder accessible to Scribe; the default is C:\data\scribedata\images which is visible in the File Bin.

The *file* box at the top of the menu area displays the current image and its directory path. This can be edited to obtain images from other directories.

With the *face* or one of the *edge* boxes enabled, select the image from the bin then drag it onto the right of the texture menu area and when the outline turns green, drop it. The image now covers the object's face or edge.

copyright © Quantel Ltd 2001-2011

The *texture* menu boxes are used to control the size and position of the image over the text or graphic object.

Aligning the Texture

The blue scroll box next to *align* determines which part of the image appears in the face or edge of the text or graphic object as follows:

Align - Arbitrary

The *arbitrary* setting automatically places the image in the top-left corner of the screen (over the background clip) and tiles it horizontally and vertically until the screen area is covered. The part of the image displayed is determined by where the text or graphic object appears on screen. When used on text, each character displays a different part of the image.

Align - Clipped Face

The *clipped face* setting automatically places the image in the top-left corner of the object bounding area and tiles it horizontally and vertically over the object. The part of the image displayed is determined by where the text or graphic object appears on the text line. When used on text, each character displays a different part of the image.

Align - Face

The *face* setting automatically fixes the image on the text or graphic object so that it covers an area of the face or edge. When the object is moved, the image moves with it. When used on text, each character displays the same part of the image.

Align - Extended Character

The *extended character* setting automatically fixes the image on the text or graphic object so that it covers the total extent of any edges. When the object is moved, the image moves with it. When used on text, each character displays the same part of the image.

Align - Render Bounds

The *render bounds* setting adds the text or graphic object's area of shadow to the image on the object.

Align - Embellishment

The *embellishment* setting extends the text or graphic object's face by the edge amount which is covered by the image.

Pressing *advanced* allows the above settings to be applied to the horizontal and vertical axes independently (see 'Advanced Options' in following pages).

Scaling the Texture

The blue scroll box next to *scale* determines the size of the image that appears in the face or edge of the text or graphic object as follows:

Scale - Arbitrary

The *arbitrary* setting maintains the original image size.

Scale - Clipped Face

The *clipped face* setting automatically places the image in the top-left corner of the object bounding area.

Scale - Face

The *face* setting re-sizes the image to match the object bounding area.

Scale - Extended Character

The *extended character* setting automatically places the image on the text or graphic object so that it covers the total extent of any edges.

Scale - Render Bounds

The *render bounds* setting places the image on the text or graphic object including its area of shadow.

Scale - Embellishment

The *embellishment* setting places the image on the text or graphic object so that it extends the face by the edge amount.

copyright © Quantel Ltd 2001-2011

Pressing *advanced* allows the above settings to be applied to the horizontal and vertical axes independently (see 'Advanced Options' in following pages).

Positioning the Texture

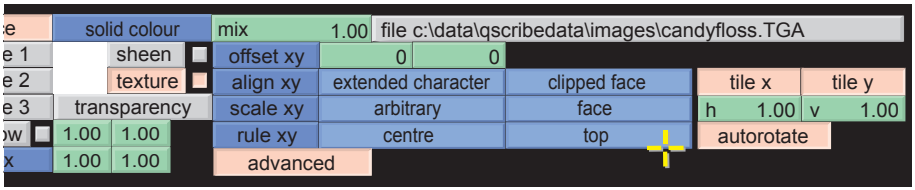
The blue scroll box next to *rule* is used to position the image on the text or graphic object as follows:

The *top* setting places the top of the image at the top of the rectangle bounding the object.

The *centre* setting places the centre of the image over the centre of the object.

The *bottom* setting places the bottom of the image at the bottom of the rectangle bounding the object.

Advanced Options



The separate *xy* boxes that appear when the *advanced* box is selected allow the current settings to be applied to the horizontal and vertical axes independently. All parts of the texture image can be selected. This is useful when working with large images. For example, the top-middle part of the image can be obtained by selecting *top; centre* in the two *rule xy* boxes, or the bottom-left corner of the image can be obtained by selecting *bottom; bottom.*

The *offset xy* numeric boxes allow the texture's position to be offset in relation to the text or graphic object.

The *tile x* and *tile y* boxes can be enabled when the texture file is smaller than the text or graphic object so that the texture image tiles (ie repeats). If these boxes are disabled, the background image may be visible in the graphic or text face, depending on the position of the texture image.

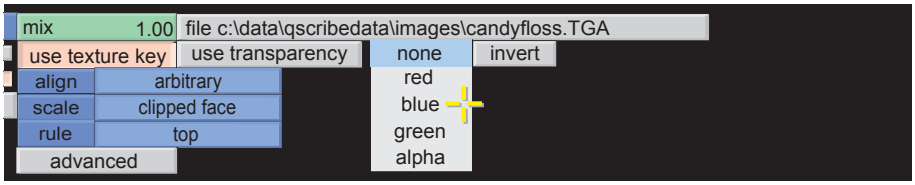
The values below in the green *h* and *v* boxes are used to reduce the scale of the original image together with its tiles.

The *autorotate* box rotates the texture image with the text or graphic object if it is rotated.

Texture Images & Alpha Channels

The texture image, and the surface it is placed on, can be keyed through by the alpha channel of the texture file. This can be used, for example to create a textured logo with a shape determined by the alpha (or key) channel of the texture file.

The blue scroll box displaying *none, red*, *blue, green* or *alpha* is used to select which channel of the image the key is on.



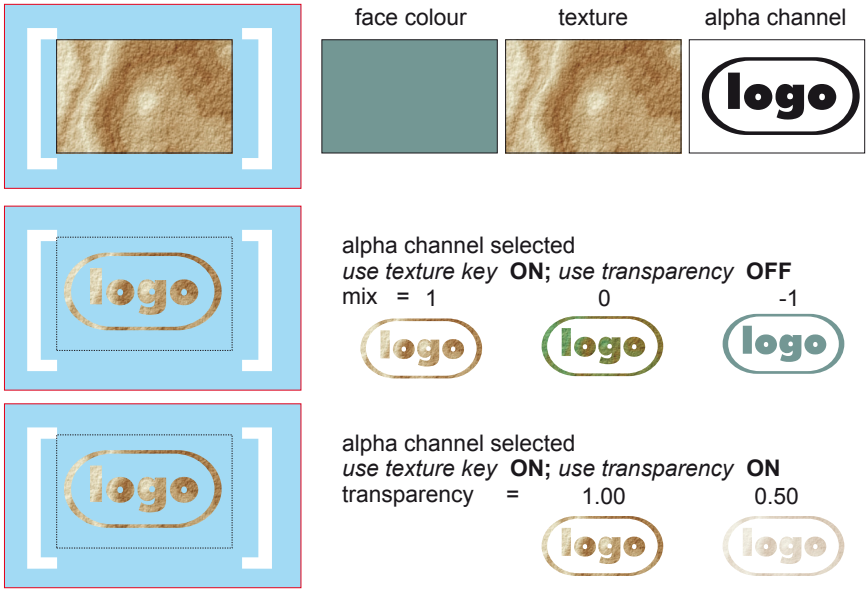
Alpha uses the alpha (or key) channel of the image. *Red, blue* or *green* uses the corresponding colour channel from the image as the key; and *none* ignores any alpha channel that is present (if an alpha channel is not present the box automatically defaults to *none*).

The value in the green *mix* box determines the amount of face or edge colour that shows through the texture image. A value of 1 makes the texture opaque. A value of 0 makes the texture image 50% transparent and a value of -1 makes the texture image totally transparent.

The *use texture key* box enables the key from the texture image to be used to key through (ie cut out) the object. The transparency of this key is controlled by the *mix* value.

The *use transparency* box applies the transparency setting of the face to the texture image. Disabling this box turns off the transparency setting.

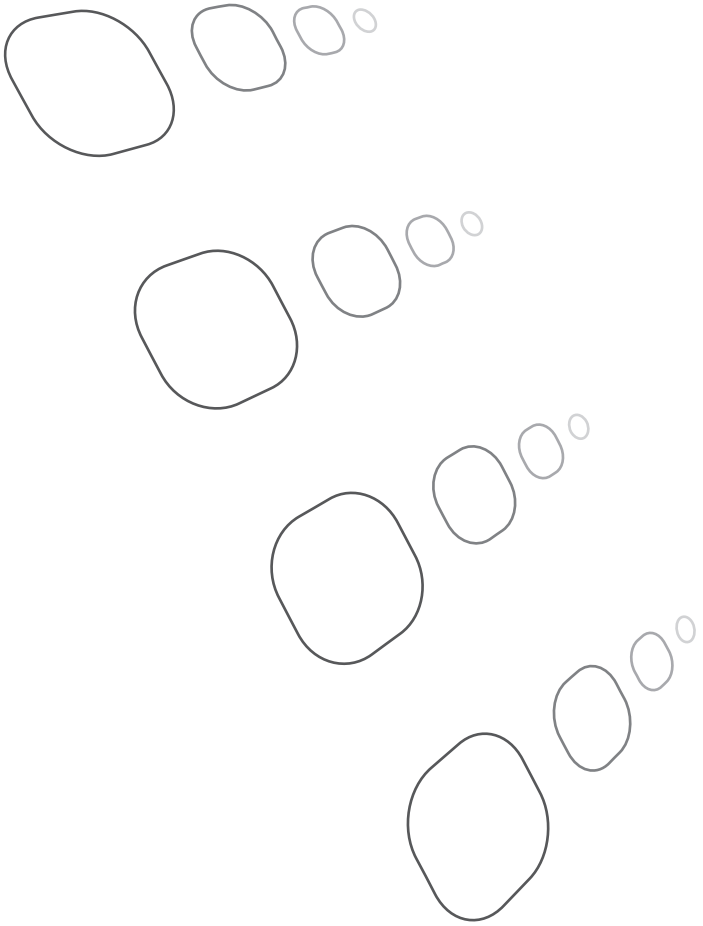
copyright © Quantel Ltd 2001-2011



The *invert* function inverts the key from the selected channel (if one is present) in the texture image file.

Press *render* to save the final clip in the Clips Bin.

copyright © Quantel Ltd 2001-2011



3 Compositor

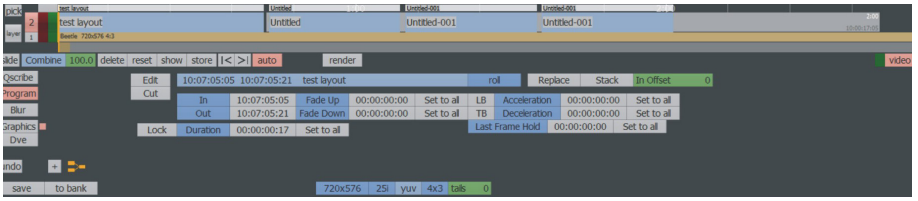
The Caption Compositor within Scribe allows different captions (and caption types) to be started and stopped at different points on the clip.

Captions can be blurred and re-positioned using a built-in Dve (with full keyframe control) to produce dynamic caption transitions.

Creating a Caption Program

Using the Caption Compositor ('CC')

The Caption Compositor within Scribe allows different captions (and caption types) to be started and stopped at different frames on the background clip. You can produce a caption program which can be used for example, to provide an opening title roll at the start of a programme; provide a lower third crawl to introduce different programme elements; and finally to provide a credit roll at the end of the programme.

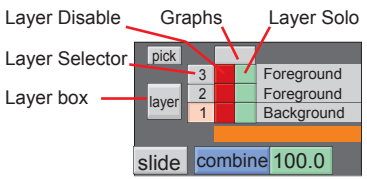


As well as placing multiple captions over a background clip, it is possible to add dynamic graphics, blur captions and position them using a built-in Dve (with full keyframe control) to produce dynamic caption transitions. Captions can be placed over the background clip in sequence one after the other or placed on separate layers that can overlap.

Note that captions used in the Caption Compositor are created as detailed in chapter 1 and saved in the Clips Bin. Captions can then be taken from this bin (or the Layout or Settings Bin – see next section) or directly from within Scribe and placed over the background clip at specified points.

Launching the Caption Compositor

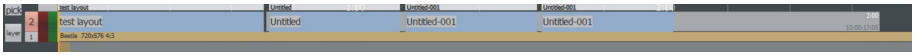
Select the *CC* box on the left of the Scribe menu. The Caption Compositor menu appears (note that you press *Program* to return to the Compositor from the *Blur, Graphics* or *Dve* process menus.



Note the boxes on the left of the timeline which are used to control the layers within the caption program. These boxes are detailed in 'Caption & Clip Layers' later in this section.

copyright © Quantel Ltd 2001-2011

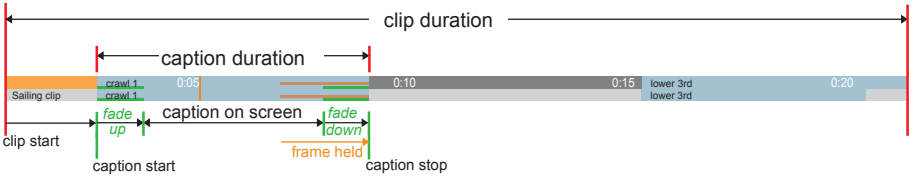
Assembling & Modifying a Caption Program



A caption program can be created in the Caption Compositor by dropping a background clip (or clips) into the image window and then placing the required captions at the required places on the timeline so that they correspond to clip events. The general procedure for a single layer caption is as follows:

1 Drag the required clip from the Clips Bin and drop it into the image window. This clip becomes the background over which the captions will be placed. Keep all graphic/video layers separate to caption layers.

2 Create a new layer for the captions. With *use gestures* on (in the <F1> Configuration Window) a blank layer can be inserted by enabling the appropriate Layer Selector box then pressing the *layer* box and moving the cursor to the right. The blank layer is placed above the current layer when cursor pressure is released. With *use gestures* off, you can press the *layer* box, then press *insert layer* in the pop-up menu.



Note that captions can only be created on a blank video layer and not directly onto the background clip.

3 Drag the required captions either individually from the Clips Bin; or the Settings Bin's Caption Compositor folder (if already saved as a CC layer); or the Layout Bin (this bin does not appear unless the *program* menu is selected) in the order they are to appear in the program, and drop them in the menu area. Captions cannot overlap on this layer and they are automatically placed end to end from the start of the clip.

4 Move the timeline cursor along the clip to select the first caption. This caption becomes the current caption and the menu boxes change to display this caption's current values. Mark the timecode where the caption starts, ie the 'in' frame; and the timecode where the caption stops, ie the 'out' frame (see 'Positioning Captions' for how to do this manually or via the GUI). Move

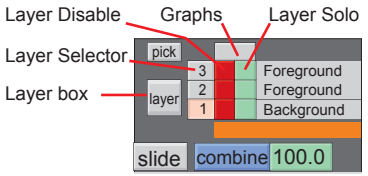
along the timeline to select the next caption and repeat the process.

5 Select each caption individually (by pressing the cursor within the duration of the caption) and apply Dve, graphics or blur as required. After you've finished modifying the caption program, select the *render* box to 'burn' the caption into the background clip.

6 Select the *save* box to save the result in the library.

Caption & Clip Layers

Layer Selector Boxes



As each video layer (clip or caption) is added to the caption program it is represented by a title bar and Layer Selector box above the menu area. This Layer Selector box is used to select the specific layer for set-up, modification or processing.

When a Layer Selector box is selected it turns pink to indicate that the specific layer is enabled. When the layer is disabled the box is grey.

If the Layer Selector box is yellow this indicates that it is a previously rendered caption program with layer data. Pressing on the Layer Selector box and dragging the cursor to the right opens the layers of the caption program (ie its history) and allows them to be modified.

Layer Solo & Disable Buttons

The small green (solo) and red (hide) boxes next to the Layer Selector boxes control which layers are displayed and rendered. Pressing the green box shows only that specific layer and the red box hides the layer.

Overlaying Captions

If you want captions to overlap – so that one caption sequence remains on screen as another one starts – these captions must be on different caption layers. If the caption program is to consist of different clips these should be placed in the caption program in the correct layer order; starting with the background clip (layer 1) and then with subsequent foreground clips.

copyright © Quantel Ltd 2001-2011

Adding Layers

Layers of clip material can be added by dragging clips from the Clips Bin and dropping them in the image area, where they are placed at the top.

A new layer can also be inserted by dragging and dropping a clip over the layer display, where each layer highlights individually. The new layer is placed above the highlighted layer when cursor pressure is released.

With *use gestures* on (in the <F1> Configuration Window) a blank layer can be inserted in the caption program by enabling the appropriate Layer Selector box then pressing the *layer* box and moving the cursor to the right. The blank layer is placed above the current layer when cursor pressure is released. With *use gestures* off, you can press the *layer* box, then press *insert layer* in the pop-up menu.

Removing Layers

Any video layer in the caption program can be removed by pressing the *delete* box followed by the Layer Selector box of the layer to be removed.

Re-ordering Layers

To move a layer up or down with *use gestures* on, select the layer by pressing its Layer Selector box then drag it up or down to the required position. Release cursor pressure and the layer is moved.

With *use gestures* off, select the appropriate Layer Selector box, press the *layer* box and then change the value in the green *priority* box. Value 1 indicates the background layer and all values above 1 indicate foreground layers.

Replacing Layers

Any layer in the caption program can be replaced by enabling the appropriate layer (using the Layer Selector box) and then dragging and dropping the required clip from a bin onto the layer to be replaced (the selected layer highlights).

Working with Multiple Layers

As layers are added to the caption program, you may notice a scroll bar appearing on the right side of the timeline area. You can use this to scroll through layers or drag the yellow triangle that appears when you hover the cursor above the scroll bar. Dragging this triangle up or down changes the ratio between the layer and image display.

Working with Clip Segments

Segments of clips displayed on the timeline can be moved and viewed in different ways to allow easier editing:

The *Cut* box allows different clip segments to be cut from their current position on the timeline and then pasted by selecting a new point on the timeline then pressing *Paste*.

The *Edit* box returns you to Scribe in order to edit the caption.

Positioning Captions

Captions can be placed at the correct frames over the background clip using various methods. They can be positioned manually using the buttons on the hand unit or keyboard (described below) or numerically using the timecode values in the GUI (see next section).

Setting In & Out Frames Manually

After all required captions have been dragged down onto the menu, pressing the *Stack* box holds the captions at the end of the timeline ready to be placed using the hand unit or keyboard. Button 1 on the hand unit can be used to set the 'in' frame and button 4 can be used to set the 'out' frame. Alternatively, you can press <Insert> on the keyboard to set the 'in' point and <Page Up> to set the 'out' point.

If the *Replace* box is enabled, a new caption can be dragged from the bin to replace the current caption. If *Replace* is disabled, the new caption is placed at the end of the current caption.

The green *In Offset* box allows for the delay in human reaction times when setting in and out positions. For example, if button 1 on the hand unit is pressed and *In Offset* has been set to 6, the 'in' point is placed 6 frames before the button press. The higher the number, the greater the number of frames inserted before the press.

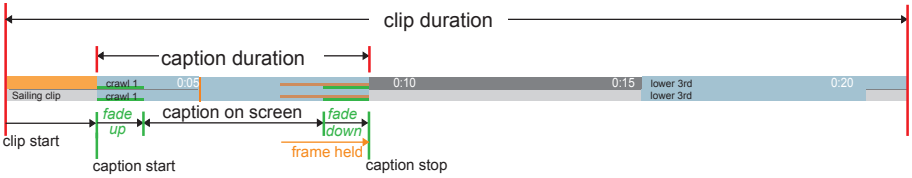
Button 2 of the hand unit can be used to review the previous caption and button 3 can be used to preview the next caption.

If the timeline cursor is placed anywhere within the duration of a caption, pressing button 1 automatically places the 'in' frame of the current caption at this frame on the timeline. Likewise pressing button 4 places the 'out' frame at this point on the timeline.

copyright © Quantel Ltd 2001-2011

Setting In & Out Frames via GUI

The exact place of each caption along the caption layer can be adjusted using the timecode boxes in the menu. The various parameters that can be adjusted are as follows:



The timecode values next to the blue *in* and *out* boxes determine where in the background clip the current caption starts and stops.

Setting Fade, Frame Hold & Duration

The timecode value next to the blue *Fade Up* box determines where in the clip the current caption becomes fully faded-up. The caption fades-up from the caption 'in' frame to the value set. This is indicated on the timeline by a green line starting at the caption start frame and stopping at the fade-up frame.

The timecode value next to the blue *Fade Down* box determines where in the clip the current caption starts to fade-down. The caption will be fully faded-down at the out frame. This is indicated on the timeline by a green line starting at the fade-down frame and stopping at the caption stop frame.

The timecode value next to the blue *Duration* box defines the caption duration. This value can be adjusted to increase or decrease the duration of the original caption to match events in the background clip.

If the *Lock* function is enabled, the duration of the caption is locked. Setting the caption 'in' frame automatically moves the 'out' frame to maintain duration of the caption. Likewise setting the 'out' frame moves the 'in' frame.

Press *Set to all* followed by *Confirm* to apply the *Fade up/down* and *Duration* values to all captions on the current layer.

Deleting, Adding & Editing Captions

Deleting a Caption

To remove a caption from the caption program, select the corresponding caption layer using its Layer Selector box, place the timeline cursor within the duration of the caption that you want removed and select the *Cut* box.

Adding a New Caption from Settings Bin

To add a new caption to the caption program, select the corresponding caption layer using its Layer Selector box, place the timeline cursor where you want the 'in' frame of the caption to appear, then drag the required caption from the Settings Bin (Caption Compositor folder) and drop it on the menu area. When the caption appears on the timeline it can be re-timed etc.

Adding a New Caption from Scribe

A caption open in Scribe can be added to the Caption Compositor by pressing *add*. This places the caption at the current timeline cursor position (ie the current frame in the background clip) and on the currently selected layer in the Caption Compositor. After the caption is placed on the timeline it can be re-timed etc.

Editing a Caption

From the Caption Compositor, you can edit the current caption by selecting its Layer Selector box, placing the timeline cursor within the duration of the caption, then pressing the *Edit* box. This allows the caption to be edited in Scribe, without having to delete and re-create the caption.

Blur, Graphics & Dve on Captions

The *Blur* menu allows a directional blur to be applied to each layer individually.

The *Graphics* menu allows a range of dynamic shapes to be created for use as keys etc.

The *Dve* (Digital Video Effects) menu can be used to create static or dynamic changes to captions.

See the Blur, Graphics & Dve chapters in the Effects Application Reference for full details.

copyright © Quantel Ltd 2001-2011

Navigating through Clips

Use these control boxes in the menu area to navigate through the clip.

On the left of the menu area (to the left of *auto*):

I <	Jump to the previous keyframe
> I	Jump to the next keyframe

On the right of the menu area:

[<	Jump to the start of the clip
| <	Jump to the previous edit point
> |	Jump to the next edit point
>]	Jump to the end of the clip
<	Step back one frame
>	Step forward one frame
◀	Play clip backwards
▶	Play clip forwards.

The timecode of the current selection is displayed in the blue bar with the file name and the type of caption being edited *(still, roll* or *crawl).*

Processing, Rendering & Saving

The *full, half, quarter* resolution scroll box in Scribe is only for previewing/ editing purposes. When the program is rendered, the resolution is automatically changed to 'full'.

After all processes have been set, they can be rendered by pressing the *render* box. Only the processes that are currently enabled (ie the check boxes to the right of each process such as *Blur, Graphics* or *Dv*e are pink) will be rendered. Note that pressing *render* creates a Floating Clip on the desktop; this can then be saved into a bin or used in another application as required.

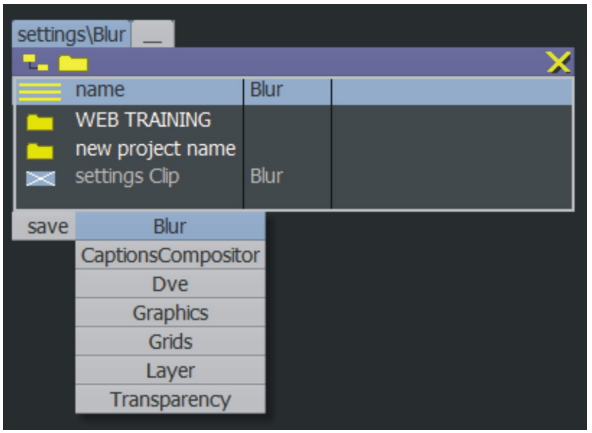
At any point before or after rendering, you can press the *save* box which saves the caption clip in its current state in the Clips Bin with the 'background clip title' on the right of the title display.

Within Scribe, the caption program can be played and edited as required and each time you press *Save*, a new version is saved in the library.

If you press and hold *save*, drag up and to the right then drop the clip onto the desktop you create a Floating Clip.

Saving & Reusing Program Parameters

Press *settings* on the Application Bar to open the Settings Bin. As well as providing access to the Caption Compositor folder (where captions are saved into) the current process parameters (eg Blur, Graphics, Dve etc) plus keyframes for the current caption layer can be saved into this bin for future use.



To save process settings, select the process from the scroll box at the bottom of the bin then press save to the left. Enter a title in the pop-up as required.

Existing program settings can be applied to the current clip by dragging a title from the Settings Bin and dropping it on the desktop.

copyright © Quantel Ltd 2001-2011

Index

Note that main entries starting with a lower case letter may indicate a sub-menu or panel function (eg **hue**).

A

Aa
- display in Style Containers **1–20**

add **3–8**
advanced menu **1–25**
advanced (texture) **2–15**
align menu **1–24**
Alpha **2–16**
Alpha channels **2–16**
arbitrary
- align **2–13**
- scale **2–14**

Arc **1–13**
Aspect ratio
- setting **1–3**

autorotate **2–16**

B

back **1–26**
baseline **2–9**
basic **2–4**
Bevel
- on edges **2–8**

Bevelled Rectangle **1–12**
Bezier Lines **1–14**
- Control points
  - *Append* **1–15**
  - *Prepend* **1–15**
- Filled **1–14**
- Outlined **1–15**

Blur **3–8**
Bold **1–18**

C

Caption Compositor
- transferring captions
  - *from Scribe* **3–8**
- using **3–2**

Captions
- creating a program **3–2**
- creating stills, rolls & crawls **1–27**
- in/out points **3–6**
- overlaying **3–4**
- positioning **3–6**
- transferring
  - *from Scribe to Caption Compositor* **3–8**

CC **3–2**
centre (text alignment) **1–18**
charwidth **1–19**
Circle **1–13**
clipped face
- align **2–13**
- scale **2–14**

Colour
- adding to objects **2–9**
- illegal warning **2–11**

Colour space
- setting **1–3**

Conventions **iii**
Copying Objects **1–16**
Crawl captions
- creating **1–27**

Cursors
- used in Scribe **1–6**

Curves **1–14**

D

Deleting objects 1–27
depth 2–3
dist (distribute) 1–25
distortion 2–9
drop face 2–3
Duplicate 1–16
duration 3–7
Dve 3–8

E

edge 2–3
eliminate 2–6
Ellipse 1–13
embellishment
  align 2–14
  scale 2–14
exists 2–3
extended character
  align 2–13
  scale 2–14

F

face 2–3
face (texture)
  align 2–13
  scale 2–14
fade-in (caption) 1–28 3–7
fade-out (caption) 1–28 3–7
forward 1–26
four colour ramp 2–6
Frame rate
  setting 1–3

G

G
  display in Style Containers 1–20
ghost 2–6
glo 2–4
Graphics (process) 3–8
Grids
  aligning objects to 1–22
Grouping objects 1–26
Guidelines
  Horizontal 1–16
  Vertical 1–16

H

height 1–23
Helpdesk & web support vi
hidden 2–3
horizontal centre 1–26
HSL 2–10

I

Illegal colours
  warning 2–11
Importing text 1–4
In (caption) 1–28
invert 2–17
invisible 2–3
Italic 1–18

K

Kerning
  text characters 1–18

L

Layers
  caption 3–4
  video 3–4
Layouts
  using 1–30
LB (leading blank) 1–29
leading (line spacing) 1–19
left (text alignment) 1–18
line 1–26
Line spacing (leading) 1–19

copyright © Quantel Ltd 2001-2011

lit 2–8
Locking objects 1–27
L (render for transfer) 1–30

M

Maintenance iii

N

next obj 1–26
Nodes
Editing 1–15
Notices
conventions iii
Symbols used iii
maintenance iii

O

object menu 1–26
offset xy 2–15
Out (caption) 1–28

P

Palette
applying colour to objects 2–9
Preview Quality
Full, Half, Quarter, Eighth 3–9
prev obj 1–26
punch thru 2–9

R

radial 2–7
Ramp
four colour 2–6
two colour 2–7
raw 2–10
Rectangle 1–12
relative 1–24
Render 1–29
render bounds
align 2–13
scale 2–14
replace 3–6
Resolution
setting 1–3
RGB 2–10
right (text alignment) 1–18
Roll captions
creating 1–27
rotate 2–8
Rounded Corner Rectangle 1–12
Round Rectangle 1–12
r (repeats) 2–7
R to L 1–18
rule 2–15

S

Safe Area 1–4
Save Frame With Key 1–30
Saving text & object styles 1–20
Scribe
transferring captions
to Caption Compositor 3–8
Select 1–7
set to all 3–7
shadow 2–4
sheen 2–5
size 1–23
slant 2–9
small caps 2–8
soft 2–4
solid colour 2–6
stack 3–6
Still captions
creating 1–27
saving with key 1–30
style 2–2
style extras menu 2–8
Styles
deleting 1–21
naming 1–20

saving & loading **1–20**
Subscript **2–9**
Superscript **2–9**
Symbols
used in this manual **iii**

T

T
display in Style Containers **1–20**
Tabs
aligning objects to **1–21**
TAG **1–19**
TB (trailing blank) **1–29**
Templates
using **1–30**
Text
B, I, U (bold, italic, underscore) **1–18**
charwidth (character width) **1–19**
default style **1–29**
importing **1–4**
kern **1–18**
L, C, R (left, centred, right) **1–18**
leading (line spacing) **1–19**
rotate **2–8**
R to L **1–18**
size **1–18**
slant **2–9**
small caps **2–8**
Styling & colouring **2–2**
Tools
Text (normal) **1–10**
Text on a Spline **1–11**
Vertical Text **1–11**
Vertical Text on a Spline **1–11**
vertical **1–18**
Vertical kerning (baseline) **2–9**
wrap **1–18**
text by line **2–4**
Text on a Spline **1–11**
texture **2–12**
tile x **2–15**
tile y **2–15**
Tools
Arc **1–13**
Bevelled Rectangle **1–12**
Bezier (Filled) **1–14**
Bezier Line/Curve **1–14**
Duplicate **1–16**
Ellipse/Circle **1–13**
Horizontal Guideline **1–16**
Rectangle **1–12**
Rounded Corner Rectangle **1–12**
Round Rectangle **1–12**
Select **1–7**
Text **1–10**
Vertical Guideline **1–16**
Wedge/Triangle **1–13**
transp
shadow **2–4**
sheen **2–5**
transparency (object) **2–5**
Triangle **1–13**
tube **2–8**
two colour bevel **2–8**
two colour ramp **2–7**

U

Underscore **1–18**
Ungrouping objects **1–26**
Unlocking objects **1–27**
unused **2–3**
use gestures (<F1>)
on/off **3–5**
use texture key **2–16**
use transparency **2–16**

V

vertical **1–18**
vertical centre **1–25**
Vertical Text **1–11**
Vertical Text on a Spline **1–11**

copyright © Quantel Ltd 2001-2011

W

Wedge **1–13**
width **1–23**
word **1–26**
wrapping text **1–18**

X

X
display in Style Containers **1–21**
xpos **1–18** **1–23**

Y

ypos **1–18** **1–23**
YUV **2–10**

Index

copyright © Quantel Ltd 2001-2011